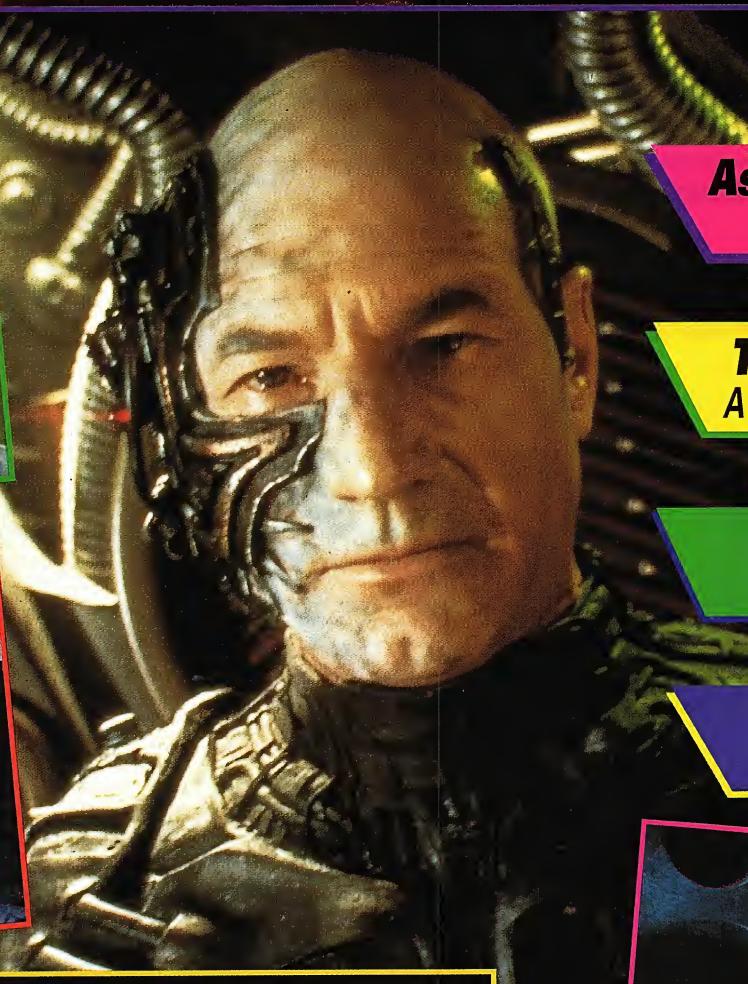
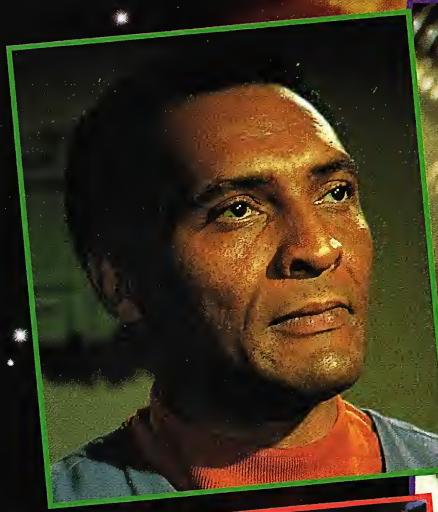


THE OFFICIAL

STAR TREK®

FACT FILES 51



Assimilated by the Borg
Joining the Collective

The Daystrom Institute
A center of scientific excellence

Starship Log: 'Basics'
Stranded on a hostile planet

Klingon Disruptors
23rd-century sidearms



The Power of V'GER
Discovering the Galaxy

SHIPS OF THE KLINGON FLEET
Detailed comparisons of all the Klingon ships

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THE OFFICIAL STAR TREK® FACT FILES



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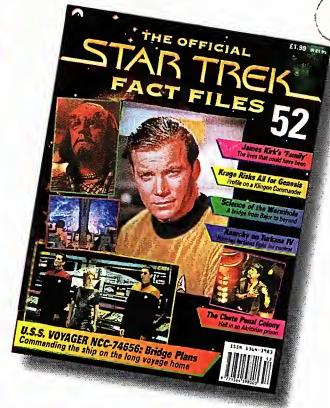
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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3AA



CHARTING
THE GALAXY



CHARTING
THE GALAXY

ALPHA QUADRANT

REGULUS III

CLASS-M PLANET

Jake Sisko's Bajoran friend **Mardah** is accepted to the science academy on **Regulus III**, which is located approximately 300 light years from *Deep Space Nine*.

REGULUS V

CLASS: UNCONFIRMED

This planet is home to the giant **eel-birds**. These incredible creatures instinctively return, in a similar fashion to the salmon of Earth, to the caverns where they were hatched.

REKAG (ALSO KNOWN AS SERONIA)

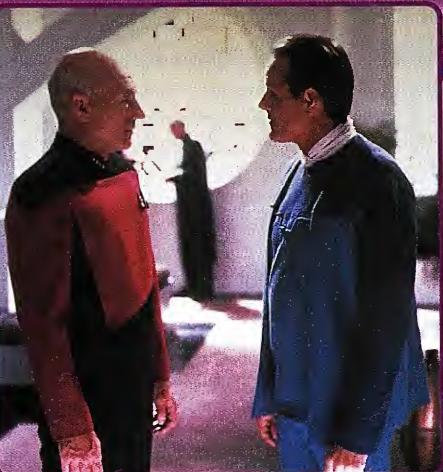
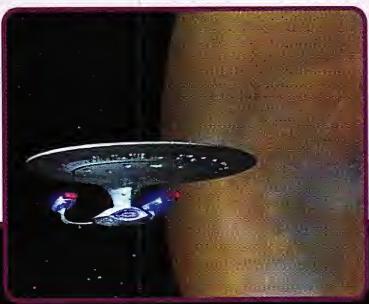
CLASS-M PLANET

Home to the conflicting forces of the **Rekags** and **Seronians**. When the **Federation** perceives the fighting between these two factions as a threat to a well established trade route, they send an empathic **Lumerian** ambassador, **Ves Alkar**, to try and mediate. Alkar's

arrival in 2369 is met by an armed response from Rekag battle cruisers. Alkar dies from complications while purging his emotions.

► The U.S.S. ENTERPRISE delivers Ves Alkar to negotiate between the Rekags and the Seronians. The planet appears brown when viewed from orbit.

► In order to negotiate on Rekag with a clear mind, Ves Alkar illegally purges his negative thoughts.



RELVA VII

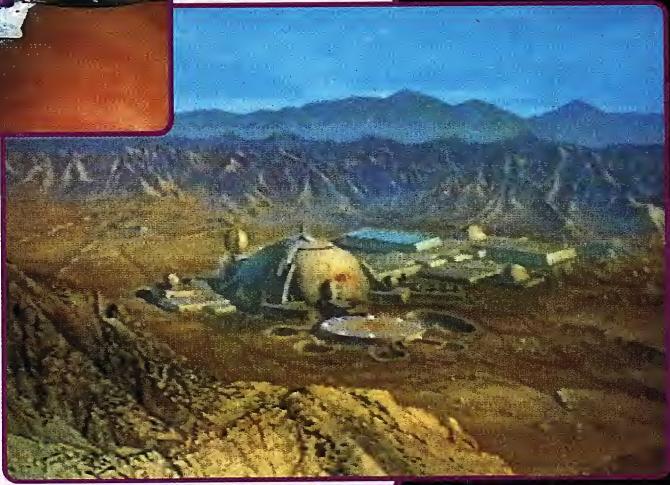
CLASS-M PLANET

Amountainous and rather arid planet, **Relva VII** is the base for a **Starfleet** facility which is used for, among other things, Academy entrance exams. **Wesley Crusher** takes his first entrance examination here in 2364, but the one place available is won by a **Benzite** named **Mordock**.



► Relva VII has a brown hue when seen from space. It is home to a Federation outpost.

► Much of Relva VII appears mountainous and arid, although it is capable of supporting life. The Federation maintains a training facility here, used for Academy exams.



REMMIL VI

CLASS-M PLANET

This planet has a central museum which is looted by **Nausicaan** raiders. They use an ultrasonic generator to gain access to the building. The native inhabitants of **Remmil VI** use a type of crystalline webbing to fabricate buildings.

RIGEL II

CLASS-M PLANET

Dr. Leonard McCoy meets two beautiful, scantily-dressed women from a cabaret chorus line on **Rigel II** early in his career. These two women later materialize as recreations from McCoy's mind on the **amusement park planet** in 2267.



► Dr. McCoy shows exactly what he has on his mind while visiting the amusement park planet in 2267.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3AA

CHARTING
THE GALAXY

ALPHA QUADRANT

RIGEL IV

CLASS-M PLANET



In the 23rd century, this **Class-M** planet is the site of several grisly murders committed by an evil entity called **'Redjac'**. **Lwaxana Troi** claims that a brilliant scientist who resided there once named a star in her honor.

While living on the planet, the body of **Mr. Hengist** is taken over by the entity, which later settles on **Argelius II** and commits more murders. The knife used to commit the crimes is discovered to have originated from the **Argus River Region** on Rigel IV. In 2370 it is visited by **Keiko O'Brien**, who attends a conference on hydroponics.

► **Mr. Hengist is adamant about who he thinks is committing a series of murders. However, this former Rigel IV resident hosts the 'Redjac' entity.**

RIGEL V

CLASS-M PLANET

On **Rigel V** a vital drug was successfully tested which accelerated the reproduction of humanoid species' blood elements. The deadly **Rigelian fever** is also thought to originate in the Rigel system; the only known antidote is **ryetalyn**. **Rigelians** are similar to **Vulcans** in many respects.

RIGEL VII

CLASS-M PLANET



This planet is visited in 2254 by the **U.S.S. Enterprise** under the command of **Captain Christopher Pike**. The area of **Rigel VII** that Pike visits is rocky, with a body of water and a large fortress-like structure. The planet has at least one large moon. Unfortunately, a deadly encounter between a large **Rigelian** warrior named **Kaylar** and some of the *Enterprise* crew results in three deaths and seven injuries; Pike blames himself for the loss of crew lives, and finds it difficult to shake off his feelings of guilt. By the late 2360s, Rigel VII has computer technology.

► **The Talosians recreate the image of Rigel VII taken from the mind of their captive, Captain Christopher Pike. He is forced to relive a traumatic experience he had on the planet weeks earlier.**

RIGEL XII

CLASS-M PLANET

Although a **Class-M** planet, **Rigel XII** is subject to violent and potentially deadly storms. It is a barely habitable world that happens to be a prime source of lithium, an early energy source for starships. In 2266, three women arrive, courtesy of **Harcourt Fenton Mudd**, and remain there as the miners' wives. Despite the planet's inhospitable atmosphere, a society made up of men and women will make it a more pleasant place to live.



► **Although extremely lucrative, the mining colony on Rigel XII is not designed for human comfort.**

RISA

CLASS-M PLANET

Risa is a planet dedicated to pleasure; it has a mild tropical climate, beautiful beaches, and attractive males and females to attend to the visitors' every wish. Gratification, entertainment, rest and relaxation are the only priorities of the Risan community. **Captain Picard**, **Commander Riker**, **Lieutenant Commander Worf** and **Lieutenant Commander Dax** have all experienced the Risan hospitality to various degrees. Of these four **Starfleet** officers, only Worf could not see the inherent benefits of such a place. **Lieutenant Commander La Forge** was scheduled to attend a conference here in 2367, but was intercepted by **Romulans**.

► **Even from space, Risa looks lush and fertile. The visitor is made to feel welcome immediately; on arrival, he or she will find a perfect climate, maintained by a sophisticated climate control center.**



► **On Risa, lush gardens are never far away. The visitor is free to relax in these harmonious surroundings.**

► **Sandy beaches are common on Risa and are the perfect place to take a stroll with your partner.**



► **In the foreground is a large statue of the Horga'hnn, the Risan fertility symbol. This is used by guests to tell their hosts they want 'jamaharon'.**





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 10



THE UNITED FEDERATION
OF PLANETS

THE DAYSTROM INSTITUTE

In the 24th century, the Daystrom Institute is one of the principal centers of scientific learning in the Federation. It acts as a research and educational facility, and its many graduates often excel in their respective fields.

The Daystrom Technology Institute (or Daystrom Institute) is one of the most important educational and research organizations in Federation space. It has a well-deserved reputation for attracting the best scientific minds, supplying the finest scientific work environments, and delivering an educational system to aspiring scientists that is unequalled.

The Daystrom Institute itself is on Earth, but branches and annexes of the Institute can be found throughout the United Federation of Planets.

Graduates from the Daystrom Institute's educational program have made enormous contributions to Federation science. A degree from the Daystrom Institute marks

a scientist as exceptional, and helps to secure impressive positions. Graduates receive the best education available and have the opportunity to work with leading scientists.

The second way the Institute supports education is through ongoing lectures, conferences and seminars. These events come in many shapes and forms. Generally, they are designed either to describe work being done at the Daystrom Institute or to bring minds together to tackle a thorny problem. Professionals are willing to travel great distances to attend and share their insights.

The Daystrom Institute is named after the revolutionary 23rd century scientist **Dr. Richard Daystrom**, who developed

the **duotronic** computer systems which were in use on Federation starships for more than 80 years. Daystrom is revered for his remarkable achievements, but his name is also remembered because of his nervous breakdown after the failure of his **multitronic** computer, the M-5.

Ethical role

To prevent another Daystrom-like tragedy, the Institute has undertaken a regulatory role. **Starfleet** scientists regularly subject their work to review by the Institute. With all research scrutinized for faulty logic and dangerous shortcuts, scientists are encouraged to maintain the highest standards.

In addition, Daystrom Institute councils and committees also ensure



► The Daystrom Institute is named for Dr. Richard Daystrom, one of the most influential figures in the development of computer science. Daystrom developed duotronics in his early 20s and was the winner of the Nobel and Zee-Magrees prizes.

that members do not violate some basic rules of conduct. If necessary, they have the power to suspend or remove an individual's membership of the Institute.

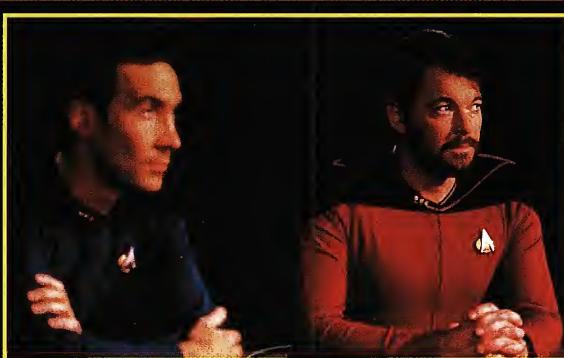
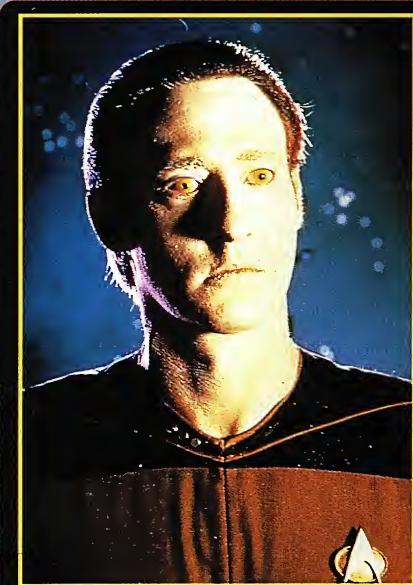
Close relationship

Starfleet works very closely with the Institute. When the android **Data** applies to **Starfleet Academy** in 2341, one

of the Institute's leading cyberneticists, **Bruce Maddox**, sits on the admissions panel. Although Maddox is attached to the Institute, he is also a member of Starfleet and holds the rank of commander.

One important Daystrom Institute annex is located on **Galor IV. Starfleet Research**, headed by leading cyberneticist

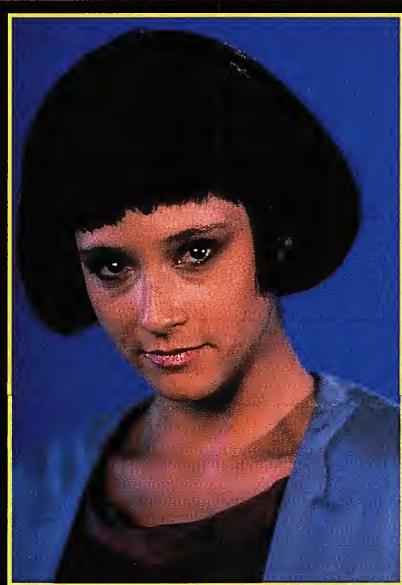
ROBOTICS DIVISION



► In 2365, Dr. Bruce Maddox holds the robotics chair at the Daystrom Institute and attempts to have Commander Data handed over to him for study.

► Although Data refuses to submit himself for disassembly at the Daystrom Institute, he does provide Commander Maddox with regular reports.

► Admiral Haftel tries to persuade Data to send his android 'daughter' Lal to the Daystrom Institute to be studied in a controlled environment.



► Starfleet has very close links with the Daystrom Institute, and in some cases it is almost impossible to distinguish the two organizations. Admiral Haftel is based on *Golar IV*.



Admiral Anthony Haftel, is based here, in a high-level cybernetics research center that is equipped with the most advanced equipment and minds in the field.

Starfleet Research's duties include monitoring scientists, providing guidance, and acting as the final voice, save for **Starfleet Command**, in the peer review process. This makes Starfleet Research a very powerful body.

One of Starfleet Research's most important rules is that no scientist shall work in total isolation. On occasion, Starfleet scientists can become a little too zealous in the pursuit of knowledge; in 2366, Admiral Haftel attempts to force Data's android 'daughter' **Lal** to relocate to the *Golar IV* annex on the grounds that Data does not have the objectivity to continue the project or provide proper



THE UNITED FEDERATION
OF PLANETS

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FILE 7 CARD 10



THE UNITED FEDERATION
OF PLANETS

THE DAYSTROM INSTITUTE

guidance. **Captain Picard** objects to Haftel's actions, reminding him that **Lal** is a sentient being and has the freedom to choose her own fate.

Soong-type androids like Data are of prime interest to the cybernetics group. Despite their best efforts, the Daystrom Institute scientists have yet to produce an android that even approaches the work of Dr. Soong.

Studying Data

In 2365, Commander Maddox holds the Associate Chair of Robotics at the Daystrom Institute. Maddox proposes disassembling Data to study his components. Although Data vetoes the idea, he continues to provide reports for Maddox to study – such as activities on a typical day, or what he has learned about friendship.

Impressive graduates

One Institute graduate, **Dr. Leah Brahms**, made impressive contributions to the **Theoretical Propulsion Group** at the **Utopia Planitia Fleet Yards** when **Galaxy**-class starships were being designed in the early 2360s. Despite her youth, Dr. Brahms was a major force in **Galaxy**-class warp engine design.

A very active branch of the Institute is the research group. Many projects are



► *The Daystrom Institute is constantly developing new technologies such as the tomographic scan, which can be used to probe multiphasic objects.*

always in the works. A typical project is the **tomographic imaging scanner**. This device uses narrow-beam X-rays to scan for multiphasic objects.

Although its many achievements in cybernetics and engineering are particularly conspicuous, the Daystrom Institute also has powerful departments in other areas. For instance, almost all respected archeologists report to the **Daystrom Institute Archeological Council**.

Rebellious members

However, not all of the Institute's graduates have been happy to work under its restraints. **Vash**, a female archeologist and occasional member of the Institute's Archeological Council, spent five years as an assistant to **Dr. Samuel Estragon**, searching for the

mythical 27th Century **Tox Uthat** which Estragon hoped to present to the Daystrom Institute for study. But after Estragon's death, Vash embarks on a series of activities which the Institute considers to be unethical. Vash has developed a long-running feud with the Institute and a certain **Professor Woo**, who has twice suspended her membership of the Institute's Archeological Council, both times for illegally selling artifacts.

However, when the Daystrom Institute receives reports that Vash has returned from the **Gamma Quadrant**, Institute scientists beg her to share the information that she has gathered. Vash is seriously tempted by the offer, but eventually decides to pursue her work outside the strict boundaries of the law.

GALAXY FACTS

► Many of the Daystrom Institute's council members also belong to other highly-regarded organizations, such as the Federation Archeological Council.

► In a possible future timeline created by Q, by 2395 Dr. Leah Brahms has married Geordi La Forge and become head of the Daystrom Institute.

► Dr. Leah Brahms is one of the Daystrom Institute's brightest graduates. She made invaluable contributions to the design of the warp engines used in **GALAXY**-class ships.



The Daystrom Institute provides a valuable center for education, the exchange of information, and the development of new technologies. All the evidence suggests that the Institute will continue to make a vital contribution to the Federation's future.



► At various points in her career, Vash has been a member of the Institute's Archeological Council, but her unethical activities have resulted in her suspension.



► Professor Estragon had always planned to give the **Tox Uthat** to the Daystrom Institute, where it would be studied by leading scientists and archeologists.



► When Vash returns from the **Gamma Quadrant**, the Institute is willing to overlook her past indiscretions, and offers her a post on Earth.



THE
BORG

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FILE 15 CARD 5



THE
BORG

ASSIMILATION

The Borg believe that by assimilating other races and cultures they add to their own distinctiveness and approach perfection.

The physical process of assimilation is extremely efficient. Borg drones are equipped with tubules, which often extend from the back of one hand. The tubules can penetrate any known alloy or energy field. Once the tubules have penetrated a victim's skin, they inject several nanoprobes into the bloodstream.

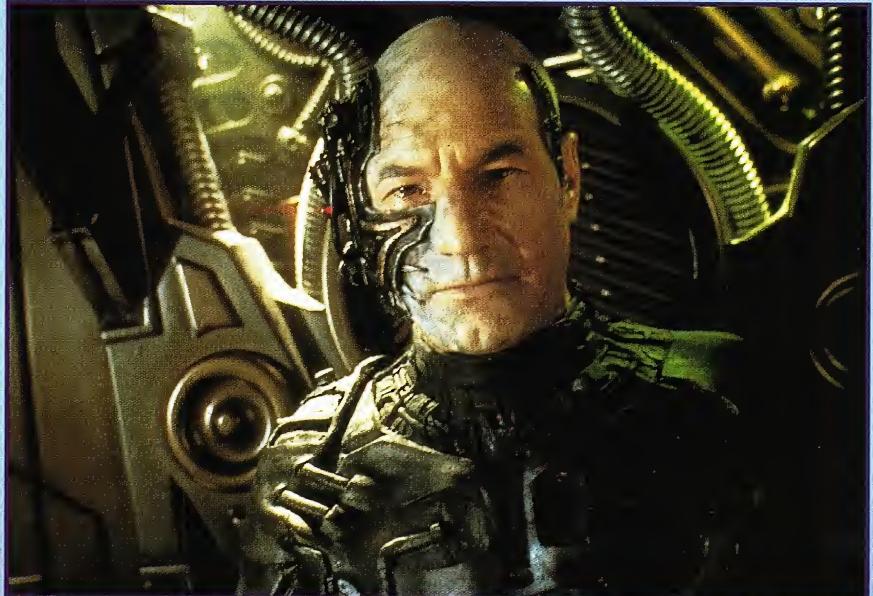
The nanoprobes attack the victim on a cellular level, latching on to the blood cells and taking over their functions. This 'procedure' is almost instantaneous. The subject's skin turns gray within seconds, and develops a distinctive mottled pattern.

This stage of assimilation leaves a subject passive

and suggestible. Drones conduct the new Borg to an assimilation facility where further surgical alterations are made.

Surgical alterations

All Borg are fitted with a neurotransceiver in the upper spinal column, which links every drone to the collective. From this moment on, the drone is connected to a complex **subspace** communication network and can 'hear' the voices of the other members of the collective. The neurotransceiver also has significant medical applications and can be used to pool the collective's neural energy to heal an 'individual'. All new Borg are implanted with a neuroprocessor, just below the ribcage. This unit contains a memory chip



which stores all the information and instructions received from the collective.

Other modifications are made at the cellular level. These include the installation of biosynthetic glands and micro circuit fibers which infiltrate the body. The DNA is at least partially rewritten, and there are structural changes

in the brain's motor pathways. Standard surgical modifications include the replacement of one forearm and one eye (often, but not always, the left). In some instances the organic elements are left intact underneath the technology, but in other cases they are entirely removed.

Borg eyepieces are far more powerful than their

► The Borg add to their numbers by assimilating members of every race that they encounter. Their victims are transformed into partially cybernetic drones who serve the collective.

humanoid equivalents. They use a holographic imaging system to process visual information, giving the Borg extremely advanced visual acuity. The prosthetic arm

UNDER THE SKIN

Taking over

The Borg do not simply graft cybernetic components onto their victims; they inject them with microscopic nanoprobes that enter the body's bloodstream and alter it at a cellular level. The transformation takes place very quickly, and robs the victim of independent control.



► The Borg use tubules that can penetrate any known substance or energy field. They infect their victims with microscopic nanoprobes that turn them into Borg drones.

► As the nanoprobes infect the victim's blood, his or her skin turns a gray color. At this stage, the victim only has a few seconds of individuality left before they become Borg.



► A large part of the assimilation process takes place at a cellular level. Once the nanoprobes have entered the bloodstream, they latch onto the humanoid cells and take over their function. The nanoprobes replicate quickly, taking over the body in seconds.

GALAXY FACTS

The Borg do not only assimilate adults. Seven of Nine was captured as a child and raised as a Borg drone. When her body rejects the Borg implants, the Doctor makes her a new cybernetic eye, but he leaves 18 percent of the Borg bioimplants in place.

contains many important pieces of equipment. These often include cutting tools, and computer access and power interface units.

Once assimilated, a humanoid life form is supported by the technological elements of the drone. He or she will no longer need to eat, but must receive regular infusions of power. Their advanced cybernetic technology allows the Borg to function in environments which would be harmful to most organic life forms, such as the vacuum of space.

Reversing assimilation

Once assimilation has been completed, the victim loses all sense of individuality. However, the Borg depend on the neural link between them to suppress the subject's immune systems. If a drone's link with the collective is severed, the subject's own immune system will begin to reassert itself and to reject the Borg implants. In some cases this is fatal, but evidence suggests that many Borg can successfully leave the collective and return to something resembling their former state.

The humanoid immune system seems capable of purging the Borg elements at a cellular level, and a skilled physician can remove many of the prosthetic components. However, without access to advanced medical facilities it is extremely difficult to remove the neurotransceiver from the



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FILE 15 CARD 5

ASSIMILATION



► All Borg are fitted with an eyepiece that gives them enhanced vision. Other 'improvements' include powerful prosthetic limbs, which are far stronger than their humanoid counterparts.



► The Borg assimilate places and technology as quickly and as easily as they do organic beings. They can construct a hive within hours.

spinal column. Even after the transceiver is removed, it seems that a former Borg may still 'hear' the voices of the collective. Perhaps more importantly, the experience of being joined to the collective appears to be addictive. Even if a former Borg does not want to return to the collective, it is highly likely that he or she will seek to reestablish some form of neural link with others.

Bridging the gap

Although the Borg can assimilate races and cultures by force, they may also seek an individual who will willingly contribute their own individuality. During the invasion of Federation space in 2366, the Borg capture Jean-Luc Picard, telling him they wish him to be their spokesperson in their dealings with humanity, but he resists. When Picard encounters the Borg Queen in 2372, he remembers her from his previous experience, and tells her he knows she wanted a human being with a mind of his own.

The Borg also assimilate environments and can refit large areas of a Federation

starship in a matter of hours. The Borg use a technology assimilated from Species 259 which automatically regenerates. This makes it extremely difficult for the original owners of a vessel to remove the Borg components and regain control of their ship.

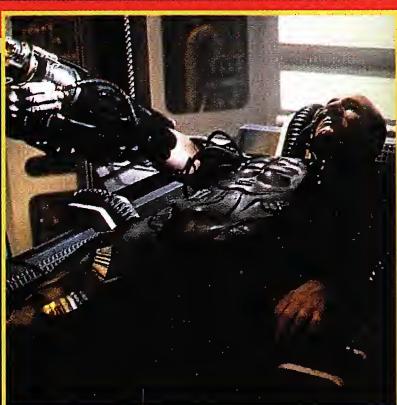
Typically, the Borg construct a series of alcoves aboard the captured vessel. These are used by inactive drones, who can connect to power conduits to regenerate. The Borg will also establish an assimilation facility where captives are processed and become new drones.

Assimilation is the Borg's only means of gathering information. As a result, when they encounter a race which they cannot assimilate, such as Species 8472, the Borg are incapable of learning about their enemy, and are subsequently extremely vulnerable.

RADICAL SURGERY

Transformed by the Borg

Once a victim has been infected with the Borg nanoprobes, they are taken to an assimilation facility. Here the Borg begin to make major surgical alterations to their new drone. The organic elements are not totally rejected but are supplemented with 'superior' Borg prostheses. Every drone is fitted with an artificial eye and with a prosthetic limb; a neural transceiver and a neural processor are also surgically implanted. The process of transformation is typically efficient, and a victim is completely Borg within a matter of hours.



► Although an important part of the assimilation process takes place at the cellular level, many of the most obvious changes are made surgically. Radical surgery is carried out in an assimilation facility.



► One eye is completely removed and a 'superior' Borg cybernetic implant is fitted in its place.

► The Borg make many physical alterations to their captives, supplementing the purely organic with technological implants.





STARFLEET ACADEMY

SYSTEMS

TRANSPONDER AND PREFIX CODES

Starfleet vessels use coded transponder signals to relay tactically vital information about their location to other Federation ships. Prefix codes are vital to security because they prevent an enemy vessel from taking control of the ship's computers.

Starfleet uses a system of transponder codes to identify and locate its starships across the vast reaches of space. All **Federation** vessels are equipped to emit a transponder code. This is a kind of IFF signal, which stands for "Identification: Friend or Foe", a phrase used for the original black-box transponders installed in aircraft on Earth in the 20th century. Radar systems of that era were able to identify the target aircraft that was approaching long before it came into visual range.

Instant recognition

In the 24th century, transponder codes transmit basic information about a vessel. This often includes the ship's name, political allegiance and class. The easy availability of this information helps to clarify a vessel's intentions and to prevent any avoidable confusion. Because they can be broadcast over **subspace**, transponder codes can be used to locate a ship over great distances, overcoming many of the limitations of sensor systems.

Transponder codes can be extremely useful when a group of ships are acting together, since they enable the fleet's commander to instantly identify each vessel under his or her command and to see exactly how they are deployed. Federation vessels automatically cross-reference transponder codes with onboard computer records and sensor data to gain a detailed picture of an approaching vessel.

The use of transponder codes is widespread

among other races but, for tactical reasons, the codes are not broadcast openly. Transponders are not intended to allow anybody and everybody to locate a ship; cloaked vessels, for example, do not transmit transponder codes.

Coded information

Transponder codes are transmitted over subspace only in code. This prevents enemy ships from using them to track vessels indiscriminately and ensures that military vessels retain a tactical advantage.

On occasion, Starfleet has gained access to the codes used by their opponents to protect transponder information – in 2367, the **U.S.S. Enterprise NCC-1701-D** is able to detect all **Cardassian** transponder codes across subspace. This represents a significant tactical advantage, as Starfleet vessels are able to observe the deployment of the entire Cardassian fleet.

Of course, transponder codes are not the only way to identify a vessel. Twenty-fourth century sensor systems are extremely sophisticated and, at close range, can gather enough data to identify any known vessel. If a ship enters a heavily developed area, a network of sensors on board ships, space stations and planetary installations can be used to relay information to a tactical operations center. All this effort achieves the same result as a single subspace receiver picking up a coded



► The information transmitted by a vessel's transponder can be combined with data from the ship's computer and sensor arrays to generate detailed tactical displays.



► During the Klingon Civil War, Captain Picard is given command of a Starfleet task force which blockades the Romulan border. Transponder codes provide him with vital information about his fleet.

transponder signal. More importantly, it is not impossible to deceive sensors. One of the primary means of identifying a ship is by using its warp signature. But ships can be modified to emit fake warp signatures; when a **Maquis** group led by **Thomas Riker** steal the **U.S.S. Defiant NX-74205**, they program at least one

DECEPTIVE TACTICS

Vital information

Transponder codes are transmitted only on a coded frequency to prevent enemy vessels from identifying and tracking a ship. The system allows friendly vessels to keep track of their own ships without any difficulties. However, transponder codes cannot be broadcast through a cloak. When Thomas Riker, who has defected to the Maquis, steals the **U.S.S. Defiant**, he shows just how valuable the transponder code is by disabling it.

Although Starfleet is cooperating with the Cardassians, it cannot use the transponder to track the **Defiant**. This allows Riker to deceive the Cardassian sensors by altering a **Maquis Raider** to emit a warp signature just like the **Defiant's**, but Commander Sisko notices some important inconsistencies.



► The Maquis modify a **RAIDER's** warp signature so that it appears to be the **U.S.S. DEFANT**. On the real ship, Thomas Riker disables the transponders.

► The Cardassians fall for Riker's ploy and send their ships to intercept the fake **DEFANT**. This leaves a clear path open for the real **DEFANT**, which moves in and attacks its target.



TRANSPONDER AND PREFIX CODES

Maquis Raider to transmit the *Defiant*'s warp signature. As a result, the Cardassians waste valuable resources attempting to engage an insignificant vessel while the *Defiant* is free to attack another target. The deception is uncovered by **Commander Sisko**, who notices that there are discrepancies in the subspace variance.

Riker clearly disables the *Defiant*'s transponder – Starfleet are cooperating with the Cardassians, but are unable to track the *Defiant* even when she is not cloaked.

If a ship is damaged or destroyed, its flight recorder transmits a transponder signal across subspace, allowing it to be recovered and retrieved as soon as possible.

Prefix codes

Federation vessels use another code which is vital to the ship's security. This code is known as the prefix code and is designed to prevent an enemy vessel from remotely taking control of the Federation vessel's computer systems.

Every Starfleet vessel is assigned its own unique code when it is launched. All Starfleet ships carry a record of all the prefix codes, and in an emergency they can be used to take control of another vessel. The prefix codes are seldom used, but there have been instances where knowledge of another ship's prefix code has been instrumental in winning a battle – or preventing a war.

In 2285, the *U.S.S. Reliant NCC-1864*, under the command of **Captain Clark Terrell**, is on a mission to survey planets as part of the **Genesis Project** when it is hijacked by the superhuman madman **Khan Noonien Singh**.

While masquerading as a friendly Starfleet vessel, Khan maneuvers the *Reliant* to within point-blank firing range of the *U.S.S. Enterprise NCC-1701*, and opens fire



When Benjamin Maxwell uses the NEBULA-class *U.S.S. PHOENIX* to attack Cardassian bases and ships, the Cardassians are unable to find him. They ask Starfleet to give them the *PHOENIX*'s transponder code frequency.

Captain Picard decides to give the Cardassians the *PHOENIX*'s prefix code, but Captain Maxwell is still able to overcome his Cardassian attacker with his vessel's superior firepower.



with **phasers**. Knowing the exact areas on the *Enterprise* to target, Khan disables the vessel and leaves it a sitting duck as he prepares to destroy it and his arch-enemy, **Admiral James T. Kirk**.

Kirk's experience allows him to survive the situation; he gains control of the *Reliant*'s computers by transmitting the *Reliant*'s prefix code from the *Enterprise* to the *Reliant*. The *Reliant*'s prefix code is 16309, and as soon as it is transmitted Kirk is able to override Khan's bridge controls and lower the *Reliant*'s shields. Before Khan can go to manual override, the *Enterprise* is able to cripple the *Reliant*. Thanks to the prefix code, Khan is defeated.

Renegade officer

In 2367, **Captain Jean Luc Picard**, commander of the *U.S.S. Enterprise NCC-1701-D*, reveals the prefix code of the Starfleet vessel the *U.S.S. Phoenix NCC-65420* to Cardassian authorities. He decides on this course of action because the *Phoenix*'s

captain, **Benjamin Maxwell**, is undertaking a series of unauthorized attacks on Cardassian targets. The prefix code gives the Cardassians the ability to remotely disable the *Phoenix*'s shields, but Maxwell responds quickly and still defeats a Cardassian warship.

Starfleet officers can also use their personal command codes to remotely access the ship's computers. It is standard procedure to alter these codes if an officer is captured.

USING THE PREFIX CODE



Admiral Kirk and Captain Spock retrieve the *U.S.S. RELIANT*'s prefix code from the *U.S.S. ENTERPRISE*'s computer. It takes about a minute to access the information. Their only worry is that Khan may have changed the code.

The code is input from the *ENTERPRISE*'s science station. The five-digit sequence of numbers has so many potential permutations that it is virtually impossible for anyone to discover it by accident, and few officers even remember that the prefix code exists.



As soon as the unique prefix code has been transmitted, the crew of the *ENTERPRISE* are in direct control of the *RELIANT*'s computers. They tie in to the defensive systems, overriding the controls on the *RELIANT*'s bridge.



Having accessed the *RELIANT*'s computers with the prefix code, Kirk instructs Khan's ship to lower her shields. There is nothing Khan's crew can do, and the *ENTERPRISE* is able to inflict heavy damage before he regains control.



FILE 42 SPACE MACHINES, ARRAYS AND PROBES

V'Ger

The massive entity which calls itself *V'Ger* is one of the most extraordinary life forms encountered by the Federation. It is exceptionally large, generates enormous levels of power, and has an unusual ability to evolve.

The entity known as *V'Ger* is a biomechanical life form that enters Klingon and then Federation space in 2271. It is unlike anything that Starfleet has ever encountered before. At first sight, it appears to be a massive cloud that is far larger than a planet and generates an enormous amount of energy.

When *V'Ger* enters Klingon space, the Klingons despatch three *Battle Cruisers*, led by the *Imperial Klingon Cruiser Amar*, to investigate. The cloud is measured at over 82 AUs (astronomical units), or over twelve billion, three hundred million kilometers in diameter. All three Klingon vessels are apparently destroyed during this encounter. The cloud generates beams of energy which crackle around the vessels before apparently disintegrating them.

The cloud is next encountered at the *Epsilon IX* monitoring station, near the Klingon border. *Epsilon IX* is able to perform limited scans on this anomaly, although most of the scans are reflected back. During these scans, the crew of *Epsilon IX* are able to determine that there is a null reading at the heart of the cloud, indicating a solid form or vessel of some kind. But *V'Ger* apparently interprets *Epsilon IX*'s scans as a hostile act, and the station is destroyed in much the same manner as the Klingon ships.



The *U.S.S. Enterprise NCC-1701* is sent to intercept the cloud while it is still 54 hours from Earth. When it arrives at the cloud's coordinates, the *Enterprise* determines that it is composed of twelfth power energy – the equivalent of the energy output of thousands of starships.

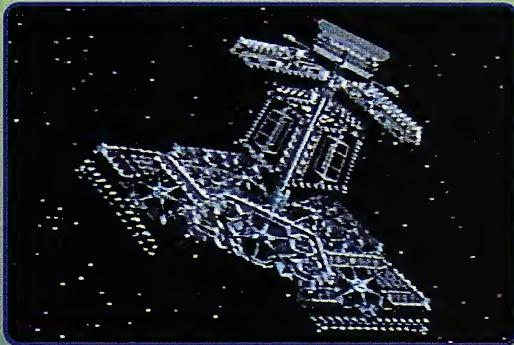
All linguacode messages are ignored, and it becomes apparent that the object at the heart of the cloud is unable to comprehend the signals sent by the *Enterprise*. It is determined that the intruder communicates on a frequency of more than one million megahertz and at such a high rate of speed that an entire message lasts only a millisecond.

Destructive power

The vessel inside the cloud is able to defend itself with a plasma energy weapon. Although its exact composition and guidance system are unknown, it is a weapon of extreme destructive force. It also functions as an unusual data-gathering system; as *V'Ger* destroys a vessel it gathers an enormous amount of information, and creates what appears to be a holographic record.

V'Ger has other, less destructive means of gathering data. It scans the *Enterprise* with a high-energy beam that leaves the ship and most of the crew unharmed. However, the same beam removes the *Enterprise*'s Deltan navigator, **Lt. Ilia**.

V'Ger is able to analyze Ilia in amazing detail, at least down to the cellular level. It then constructs an extremely faithful biomechanical



 Much of the Federation's early data on *V'GER* is gathered by the *EPSILON IX* monitoring station. The crew are the first to pick up the Klingon transmissions.



 The outer portion of *V'GER* forms a massive cloud, which is several times larger than the planet Earth. The Federation has never encountered a sentient creature of anything near this size.



 *V'GER* destroys with tendrils of energy anything that it identifies as a threat. However, it keeps an incredibly detailed record of everything it encounters.



 *V'GER*'s interior contains several objects which are far larger than the *U.S.S. ENTERPRISE*. The vessel is so enormous that it could accommodate a planet.



 *V'GER* contains a massive three-dimensional record of all the planets and star systems it has come across. Spock believes that entire galaxies are recorded here.

NON-FEDERATION STARSHIPS

V'Ger

FILE 42 CARD 2A



▲ The interior of V'GER appears to be constructed of a series of huge chambers separated by massive iris doorways and corridors.



When the U.S.S. ENTERPRISE enters V'GER, Spock decides to investigate the gigantic vessel. He takes a spacesuit and leaves the ENTERPRISE, and discovers an environment that appears to be both mechanical and organic.

▼ The three-dimensional representation of Ilia has a giant pearl-like object at its throat. This appears to be connected to V'GER's own consciousness. When Spock mind-melds with it, it feeds him an enormous amount of information.

replica of her which acts as a probe. This device is such a good copy of the original that it even has her memory patterns, although these are suppressed. But the probe has only rudimentary knowledge of humanoid behavior, presumably reflecting V'Ger's own level of experience; it requires considerable education to act as liaison between V'Ger and the crew of the *Enterprise*.

Inside the cloud

Surrounded by layer upon layer of cloud formations, the vessel part of V'Ger is extremely large. Even the largest starships seem microscopic by comparison. It is multi-chambered, with circular apertures that can be opened to allow, or closed to prevent, passage from one section to the next. The construction of the interior of the vessel is mostly symmetrical, but with little indication of its purpose or nature. It appears organic, even though it harbors no biological life forms.

In one area of the vessel there is a three-dimensional data storage facility. This stores lifesize representations of all of the data collected by V'Ger. When **Commander Spock** enters the area during the *Enterprise*'s encounter with V'Ger, he can see images of everything that the powerful entity has encountered in its long journey, including representations of the three Klingon cruisers, the *Epsilon IX* monitoring station, and Lt. Ilia. When Spock attempts to access the data through a **Vulcan mind-meld**, he is overwhelmed by the amount of information, and falls unconscious.

V'Ger is able to control atmospheric conditions within its circumference, and can

even create a **Class-M** environment. At the heart of the vessel there is a large circular amphitheater with data conduits running in a constant flow to the center of the bowl.

Ancient heart

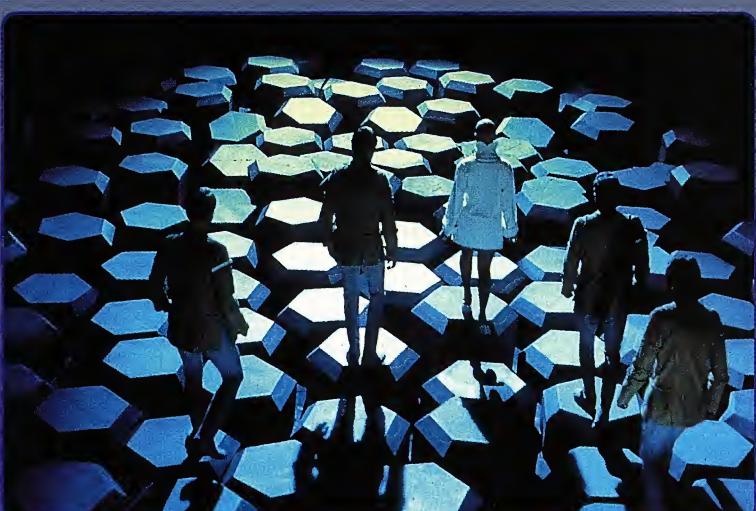
In the center of that bowl sits the oldest part of V'Ger – **Voyager VI**, the NASA space probe launched in the late 1990s. The entire vessel surrounding the Voyager probe was built by a race of machine entities in order to help Voyager VI complete its programming: learn all that is learnable, and return that knowledge to its creator. During its immense journey back to Earth, Voyager VI, or V'Ger as it came to think of itself, amassed so much knowledge that it achieved consciousness.

V'Ger has an extraordinary ability to evolve.



Realizing it lacks the intuitive, irrational elements which allow humans to deal with some complex, nonscientific concepts, it merges with a human being and dissolves its physical form as it evolves on to a new plane of existence.

► All of V'GER is centered around a single amphitheater. When the crew of the ENTERPRISE offer to tell V'GER about its creator, it brings them into this central area. The outer parts of the amphitheater are constructed of hexagonal blocks which lead into a central 'stage'. This part of V'GER contains a primitive probe, VOYAGER VI, from Earth's 20th century.



► The oldest part of V'GER is a probe that was launched from Earth in the late 20th century. Over the years, it has added to itself.



► V'GER has developed the ability to evolve. When Commander Decker gives V'GER the information it wants, it merges with him.



► As V'GER moves onto a new plane of existence, its physical body begins to disintegrate. The ENTERPRISE party just have time to escape.



Odo: Life as a Solid

Odo has never been at one with his people, and has consistently opposed their attempts to take over the Alpha Quadrant. Ultimately, his loyalty to his human companions costs him his ability to change shape.

During a mission aboard the **U.S.S. Defiant NX-74205**, the crew discover that a Changeling is hiding among them, and in the ensuing conflict Odo kills it. This sets in motion a series of events that have deep repercussions for him.

Because no other Changeling has ever before harmed another, the **Founders** are uncertain how to react. They deliberate for a long time before deciding on an appropriate course of action. Approximately a year after Odo kills the Changeling, he begins to have difficulty holding his shape and feels a compulsion to return to his people. He travels to the Founders' home in the **Gamma Quadrant** and enters the **Great Link**, where the other Changelings consider his fate. Eventually they decide to punish him by removing

his ability to change shape. When Odo emerges from the Great Link he is physically a human. He has a heart, lungs, a digestive system, and even type-O blood. According to the Founders, this is what Odo wanted, but they consider it to be an extremely cruel punishment, perhaps even worse than death. The Founders leave Odo's face as it was, and its 'imperfect' nature serves to remind him of everything he has lost.

Human frailties

In his human form, Odo can suffer injuries in exactly the way that humanoids can. He can be cut and can bleed; on one occasion he even breaks a leg. There are other practical concerns. In the past Odo did not actually wear clothes, but simply adjusted his form to resemble clothing; now he has to visit **Garak's** shop, where the **Cardassian** tailor

makes him a uniform. Odo finds this a little "itchy". He also discovers that he needs to sleep, and installs a bed in his quarters.

For the first time, Odo needs to eat. Initially he finds the process of ingestion disgusting, but he comes to find it comforting because it offers him a measure of control that he feels he otherwise now lacks. As Odo experiences taste and hunger for the first time, he begins to understand the humanoids

Fatal act
When Odo kills a Founder aboard the U.S.S. DEFiant, he becomes the first Changeling to have killed another of his kind. This ultimately leads to the loss of his abilities.

around him a little better than before. He starts to observe things differently, noticing subtle details such as the sound that bubbles make in a drink.



For a Changeling, Odo has always had an unusual relationship with 'Solids'. Since his discovery in the Denrois Belt, he has been separated from his people and forced to live among strangers.



★ Growing pain

On DEEP SPACE NINE, Odo begins to lose control of his ability to change or hold a shape. He also feels the need to return to his people.



★ Called to his people

The Founders have summoned Odo to their homeworld so that they can decide how to punish him for killing another Changeling.

★ Judgment is passed

The Founders decide to remove Odo's shape-changing abilities, trapping him in a human body.



Odo: Life as a Solid

★ New pleasures

As a Solid, Odo becomes aware of subtle details which had escaped him before. He soon takes pleasure in eating and drinking, and even in listening to bubbles moving in a drink. However, he believes that without his abilities he is far less useful to Captain Sisko.



effectiveness as a security officer depends on his ability to change shape. At the same time, he is intensely aware of the value of his job, which is the only link he now has with his former life.

Learning to be human

Immediately after leaving the Gamma Quadrant, Odo still experiences painful memory flashes of his time in the Great Link. It emerges that the Founders have deceived him into believing that **Gowron** is a Changeling, but on a mission to the heart of **Klingon** space Odo becomes more comfortable with his humanoid nature and learns that there is more to him than his shape-changing abilities. On **Ty'Gokor** he exposes the Changeling infiltrator, who is actually posing as **General Martok**.

A few months later, Odo is returning from a conference on **Bajor** when the **Runabout** carrying him passes through a plasma storm. When the crew of **Deep Space Nine** find the vessel,

everyone on board is in a coma. When the *Runabout*'s crew regain consciousness, **Dr. Bashir** performs a neurochemical scan of Odo's brain which suggests that the Founders have not actually removed Odo's morphing abilities, but suppressed them; there are still **morphogenic enzymes** in Odo's brain which are unique to shapeshifters. The enzymes were activated by the plasma storm and caused Odo to form a telepathic link, resembling the Great Link, with the other passengers on the *Runabout*.

A Changeling again

When **Quark** discovers an ailing Changeling infant, Odo takes the 'child' into his care, and patiently and compassionately tries to teach it to alter its form. His own sense of loss, now that he is unable to alter shape, is obvious.

Unknown to Odo and everyone else on the station, a Changeling has taken the place of Dr. Bashir at this point. The Changeling-Bashir does not interfere with Odo's attempts to teach the infant, and

seems to do everything in its power to help Odo.

When the infant approaches death, the Changeling-Bashir calls Odo to the infirmary. The security officer takes the infant in his hands and is amazed when it merges with him. As the infant disappears, Odo realizes that his own abilities have returned. Filled with an irrepressible joy, he turns himself into a **Tarkalean hawk** and flies

around the Promenade before finally coming to rest and resuming his human form.

The Founders are aware of the restoration of Odo's abilities, and it appears that they approve of what has happened. When a female Changeling visits *Deep Space Nine*, she tells Odo that he is forgiven, and the Founders have made no further attempt to interfere with his powers.

★ Human suffering

Odo's body becomes completely human, and so he can be bruised or cut and his bones can be broken. When he and Quark crashland on an inhospitable planet, the former Changeling has to cope with a broken leg.



★ Faint hope?

After passing through a plasma storm, Odo forms a version of the Great Link with his companions. Dr. Bashir's scans show that Odo still has morphogenic enzymes in his brain, which are unique to shapeshifters.



"... Changeling or Solid, you're still a miserable, self-hating misanthrope."

— Quark to Odo

POWERS RESTORED

Acts of kindness

Odo does his best to help an infant Changeling that Quark finds. He tries to teach it how to use its shape-changing powers and to show it how much pleasure its abilities can provide. But the Changeling is mortally wounded, and is soon at the point of death. Its final act is to merge with Odo, restoring his ability to change shape. The other Founders seem to approve; during this period, a Changeling has taken Dr. Bashir's place, and it does not interfere with what happens.



★ Changing shape

As soon as he feels his shape-changing abilities return, Odo transforms himself into a Tarkalean hawk and flies high above the station's Promenade.

★ Healing power

When the infant Changeling is dying, 'Dr. Bashir' calls Odo. The security chief takes his 'adopted child' in his hands and it merges with his body, filling him with an extraordinary sensation.

★ Back to normal

After experiencing a few months of humanity, Odo is a shapeshifter again. He has learned a lot during his time as a Solid, and has a much greater understanding of the humanoid mind than he could have hoped for a few years earlier.





FILE 58 OTHER CHARACTERS AND LIFE FORMS

Tam Elbrun

Tam Elbrun's telepathic abilities make him an impressive first contact specialist, but in many ways they are a curse, because Elbrun cannot screen out the thoughts of others.

Tam Elbrun is a prodigiously gifted telepath, with abilities far beyond those usually developed by **Betazoids**. These talents come with a price, however; Elbrun is unable to filter out the thoughts of those around him, and as a result is constantly bombarded with every thought of any humanoid within his vicinity.

Most Betazoids develop telepathic abilities during adolescence, when they are able to accommodate the intrusion of alien thoughts. But there are very rare cases, such as Elbrun's, when these powers manifest themselves at birth, leaving an uncomprehending infant with a distressing mental overload.

An early diagnosis and special training helped Elbrun cope as a child, but

because his mind is an open funnel for the thoughts of all around him, he is prone to periods of stress that have repeatedly hospitalized him throughout his adult life. During one such spell he was a patient of **Deanna Troi** during her studies as a psychology student.

Useful role

Elbrun's unusual psychic skills lead him to become one of the **Federation's** foremost first contact specialists. In this role, his abilities allow him to learn about a species' culture and intentions incredibly quickly.

Despite all the treatment he has received over the years, Elbrun has great difficulty coping with his telepathic abilities and has an overwhelming desire to remove himself from the torment of constant telepathic input. This

PROFILE OF A MISSION SPECIALIST

NAME: Tam Elbrun

LIFE FORM: Betazoid male

POSTING: First contact specialist

ABILITIES: Elbrun has advanced psychic abilities, and constantly 'hears' the thoughts of those around him. However, he cannot shut out these thoughts.

HEALTH: Elbrun has a history of mental breakdowns.

FIRST SEEN: 'Tim Man'



▲ Tam Elbrun's unusually powerful telepathic abilities help him in his specialist role with the Federation, but he cannot avoid becoming overwhelmed by the thoughts of others.

Pain

Elbrun often finds it difficult to cope with the pressure of all the thoughts around him. He has little respect for convention and acts as if every thought is spoken aloud.



protocol, rank or authority, but this trait is overlooked by the Federation because of his talents. He cultivates a belligerent and abrasive personality to isolate himself from other humanoids, and is highly strung. He tends to act impulsively, believing what he is doing is right, but he has no consideration for others or thoughts of the possible consequences.

Despite his insight, he is impatient with those

who have to vocalize their thoughts, and has a disturbing habit of answering questions before they are asked.

Difficult job

Elbrun's position requires sound assessment and judgment, and an error or misinterpretation can have fatal consequences. Elbrun often finds himself becoming deeply involved with the species that he has contacted, and may find himself sharing their point of view and losing sight of his own objectives. This kind of involvement leads to the **Ghorusdan** disaster. Elbrun had been assigned to the **U.S.S.**

Constant stress

Elbrun has spent several periods of his life in psychiatric care. This was how Counselor Troi first met him on Betazed.

Silent friend

Because he cannot read Data's positronic brain, Elbrun finds working with Data to be pleasantly restful.



Mission specialist

Starfleet employs Elbrun as a first contact specialist. He has a reputation as a difficult man, but nobody doubts his capabilities.



Adelphi on a mission to make first contact with the Ghorusdans, a complex and very different culture. It went disastrously wrong, leading to the death of **Captain Darson** and 46 others.

A **Starfleet Board of Enquiry** exonerated Elbrun, finding Darson should have been more careful in considering Ghorusdan cultural taboos. However, Elbrun's reputation suffers. Although he does not believe himself to be totally responsible, even Elbrun privately concedes he might have been more forceful with his warnings.

Yearning for a life free from mental invasion, Elbrun accepts a posting as the sole Federation delegate to **Chandra V**, a peaceful non-humanoid culture with a three-day greeting ritual.

Tin Man

The discovery of a sentient object orbiting the dying star **Beta Stromgren** and the chance to make first contact with it lures Elbrun away from Chandra V. On **Stardate 43779.3** he boards the **U.S.S. Enterprise NCC-1701-D**, which is to venture into previously unexplored territory to make contact with the being designated as '**Tin Man**' by the Federation. Once there, Elbrun is to initiate mind-to-mind contact, **subspace** linguistic communication having received no response.

Aboard the *Enterprise*, Elbrun is pleased to find himself working with **Commander Data**. He cannot read the android's mind, and so he finds Data a restful and sympathetic companion. The gradual process of learning to know a humanoid through repeated conversation is a pleasurable novelty for Elbrun and he actively seeks Data's company, but otherwise he opts for a solitary existence in his quarters in preference to socializing with the other crew members aboard the *Enterprise*.

★ Powerful ally

Gomtuu responds to Elbrun's message by sending out a shockwave that destroys the **Romulan vessel**, damages the **U.S.S. ENTERPRISE**, and knocks Elbrun unconscious.

Although they are light years apart, Elbrun has already established subconscious contact with the alien being. He is able to read impressions of great longevity and incredible loneliness, and reveals that the creature calls itself **Gomtuu**. When Elbrun is closer to Gomtuu, he is able to discern that it is a living starship, but that its crew died many years ago.

When a **Romulan Warbird** threatens Gomtuu, Elbrun is able to prompt the living craft into defending itself. This results in

MAKING CONTACT

Perfect partners

Elbrun and Gomtuu communicate on a purely telepathic level. Gomtuu provides Elbrun with the kind of mental peace he has always desired, and in return Elbrun provides the living ship with a crew and a companion.

★ Savior

Acting as one, Elbrun and Gomtuu push the **U.S.S. ENTERPRISE** and the **Romulan WARBIRD** away from **Beta Stromgren**. Then the living ship and its new companion disappear.



★ Living spaceship

Elbrun's last mission is to make contact with a sentient spacecraft, which the Federation has dubbed the '**Tin Man**'.

★ Mental warning

Elbrun is in contact with the **Tin Man**, which calls itself **Gomtuu**. When a **ROMULAN WARBIRD** threatens the alien 'craft', Elbrun sends Gomtuu a telepathic warning.



entity. As soon as Elbrun beams in, he is assailed by Gomtuu telepathically as it imparts a lifetime of memories in seconds. Elbrun is not accustomed to receiving this amount of information so quickly, but after the initial shock he becomes very much at ease; for the first time in his life, Elbrun is freed from the mental cacophony in his head, and he can 'hear' only Gomtuu.

In return, Elbrun provides the comfort and company required by Gomtuu. When Gomtuu propels the *Enterprise* away from the soon-to-explode Beta Stromgren and returns Data to the bridge of his ship, Elbrun stays with Gomtuu; at last he has found the peace he has always craved.

"I can hear everything and everyone aboard this ship. I can't shut them out."

— Tam Elbrun



★ Living ship

Gomtuu appears to be 'constructed' of living tissue. The ship is alive and in desperate need of company.

★ Request

Elbrun persuades Captain Picard to transport him into Gomtuu, before the Romulans arrive.



★ New life

Gomtuu has wandered the stars for hundreds of years since its crew died. It offers Elbrun the chance to join it and provides him with a chair. The Betazoid willingly accepts this new role.





Picard and Romance: Part 2

In his youth, Jean-Luc Picard was something of a ladies' man; in his own words, he was driven by his hormones. As a Starfleet captain, Picard has matured, but the choices he has made have prevented him from forming any lasting relationships.

Although the officers who work with him may find it hard to imagine, **Captain Jean-Luc Picard** once had a reputation for being extremely unreliable where women were concerned. As a cadet at **Starfleet Academy**, he had a reputation for constantly having different girlfriends, often more than one at a time.

Few of these relationships seem to have had any lasting meaning for Picard, and he admits that he was more often motivated by his own pleasure than any desire to form a lasting attachment. Ironically, Picard never becomes romantically involved with one of the women he cares for most – his friend **Marta Batanides**.

Batanides. There is an undeniable attraction between the two of them but, perhaps subconsciously, they both realize that any romantic involvement would damage their friendship. Marta is understandably wary of her

friend 'Johnny's' reputation.

As he ages, Picard becomes somewhat more responsible, but never feels able to fully commit to a relationship. For instance, in 2342 he fails to keep a rendezvous with **Jenice Manheim**, with whom he has been seriously involved. In 2346, Picard has a relationship with **Miranda Vigo**, but this only lasts a few weeks, and although they remain in contact their relationship never develops.

Hidden feelings

In 2344, Picard once again finds himself deeply attracted to someone with whom he does not feel it would be appropriate to pursue a relationship. This time it is his friend **Jack Crusher's** fiancée, **Beverly**.

LOST POTENTIAL



Shared interests

During his time on the U.S.S. ENTERPRISE, Picard enters into a serious relationship with Neela Daren, one of the ship's officers. But their professional duties interfere with their private lives.

FRIENDS AND LOVERS

MARTA BATANIDES: Picard is attracted to his close friend Marta Batanides. The feeling is mutual, but the two do not want to risk spoiling their friendship.

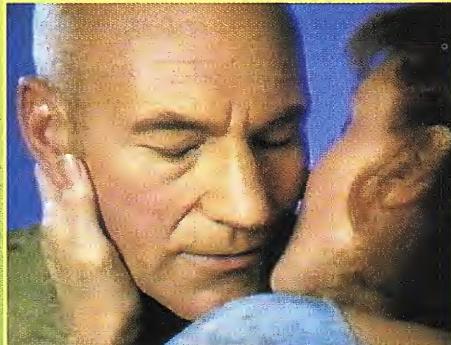
BEVERLY CRUSHER: When Picard meets Beverly she is engaged to his best friend. He feels it is wrong to express his feelings.

NEELA DAREN: Picard begins a romance with Neela, but they abandon it when it interferes with his duties.

★ Jean-Luc Picard has had potentially lasting relationships, but his commitment to his role as a starship captain has always intervened.



★ Hidden love
When their minds are linked by a Prytt device, Picard tells Beverly Crusher that he has always been attracted to her. He kept his feelings secret because she was involved with, and then married to, one of his closest friends.



Howard. At first he thinks that his feelings are just "harmless infatuation", but as the three spend time together, he realizes that he is actually in love with Beverly. Convinced that expressing his feelings can do nothing but harm, he keeps them secret.

Beverly eventually marries Jack, and Picard's emotions make him feel uncomfortably guilty. When Jack Crusher is killed in an accident, Picard feels that

expressing his love for Beverly would be a betrayal of his friend's memory, and he decides never to tell her how he feels.

Eventually, Picard's feelings for Beverly fade and the two become very close friends when she serves under him on the **U.S.S. Enterprise NCC-1701-D**. Picard only makes his suppressed feelings known to her when they are captured by the **Prytt** and fitted with devices that

★ Good friends
Jean-Luc and Beverly ultimately decide not to pursue a romantic relationship, but remain very close friends.

allow them to sense one another's thoughts.

Once the truth is out in the open, Picard is confident enough to suggest that he and Beverly explore their feelings for one another, but she decides that this is unwise, and the two



Picard and Romance: Part 2

remain nothing more than good friends.

For 20 years, Picard's sense of duty as a starship captain prevents him from making lasting commitments. He is romantically involved with **Phillipa Louvois** in the 2350s but their relationship ends when she prosecutes him after the loss of the **U.S.S. Stargazer NCC-2893**. His relationship with the archeologist **Vash** is, by its very nature, transitory. In this instance at least, he is attracted to someone who, like himself, is determined to pursue their own course. Picard does not tell his colleagues about Vash, and when she visits the *Enterprise* he is clearly embarrassed; he does not feel that it is appropriate for the crew to know about his romantic life.

Isolated position

Picard also feels it is inappropriate for a captain to become involved with members of his crew; he believes that becoming involved with anyone under his command would compromise his objectivity. Events in 2369 show that his caution is justified.

When **Lt. Commander Neela Daren** is transferred to the *Enterprise* as the head of **Stellar Cartography**, she and Picard find themselves attracted to one another. They share a love for music and both have strong personalities. They spend more and more time together and, despite Picard's reservations, soon enter a romantic relationship.

There are some difficulties; the two officers find they have to be careful to prevent their relationship from interfering with their

Q the matchmaker

Q has taken a great interest in Captain Picard's life, and has attempted to show him some of the romantic possibilities that he has denied himself.

professional relationships with the rest of the crew, but on the whole they are able to deal with these complications. However, when Picard is forced to send Neela on a dangerous away mission, he finds that his feelings for her interfere with his capacity to make command decisions; he realizes he would never again be able to put her life in jeopardy. Since neither of them are prepared to give up their careers, they reluctantly decide to go their separate ways. In the aftermath of his relationship with Neela, it seems highly unlikely that Picard will be prepared to enter into a relationship with a colleague again.



Future wife?

Q shows Picard a possible future in which the captain married and then divorced **Beverly Crusher**. Although the two officers were obviously unable to maintain a relationship, they have remained on extremely good terms.



Unfulfilled passion

Q gives Picard the chance to travel back in time and change some of the decisions he made; some of the most important involve Picard's friend **Marta Batanides**. Picard regrets that their friendship never evolved into anything more.

Although Picard's Starfleet career may have interfered with his love life, it has also given him some extraordinary romantic experiences.

In 2368, Picard is affected by a probe from the dead planet **Kataan**. He is only connected to the probe for a few minutes, but he experiences an entire lifetime on Kataan, where he lives as an iron weaver called **Kamin**. In this existence, Picard is married to a woman called **Eline** and the two live a very happy life. On Kataan, Picard becomes a father and even a grandfather. Although it is 'illusory', this experience probably represents Picard's most significant romantic relationship, since it leaves him with the memories of a decades-long romance.

Love in an alternate timeline

The almost omnipotent being **Q** has enjoyed showing Picard some romantic possibilities. In 2369, he takes Picard into the past and allows him to consummate his relationship with **Marta Batanides**, proving in the process that the two friends were right to avoid a romantic entanglement. **Q** also shows Picard a future in which he has married and then divorced **Beverly Crusher**.

When Picard enters the **Nexus**, a dimension where his dreams become reality, he finds he has a wife and children. He clearly finds it difficult to tear himself away from this 'perfect' existence, but ultimately, as it always seems to be, his sense of duty is more important to him.

ANOTHER WORLD

Alternative life

The Kataan probe gives Captain Picard the chance to live the life he denied himself when he entered Starfleet. As Kamin, he is a happily married man. Although his time on Kataan is not, strictly speaking, 'real', Picard clearly loved his wife **Eline**, and the memories of their life together are among the captain's most valued.



Loving couple

Kamin and **Eline** are extremely close, and spend much of their time together. Picard's life on Kataan allows him to develop sides of his personality that he has often ignored.

Father figure

On Kataan, Picard becomes a father and then, 'years' later, a grandfather. He enjoys his position as head of the family, and mourns deeply when his wife dies.

Rewarding life

Picard's 'time' on Kataan is free from the pressures he feels as a starship captain, and allows him to experience married life.



Klingon Disruptor Pistol: 2260s

Like many technologically advanced species, the Klingons use a number of directed energy weapons. In the 2260s, Klingon warriors normally carry handheld sonic disruptor pistols, which are roughly equivalent to Starfleet's pistol phasers.

In many cases, particularly matters of honor, Klingon warriors use traditional bladed weapons, such as the **bat'leth** or the **d'k tahg**. However, the nature of combat in the 23rd century means that directed energy weapons are an essential part of any warrior's arsenal. Although Klingons may prefer to fight hand to hand, by the 2260s they routinely carry handheld disruptor weapons.

The classic Klingon sidearm is a pistol-shaped device that is constructed of a metallic material. It is a sleek, machined weapon. The main body of the disruptor is made up of two cylinders; the larger of these is mounted on a flat base which is connected to the pistol's

handle. The second, smaller, cylinder extends to form the barrel and has flat coffin-shaped guards or baffle plates attached to its left and right sides. The handle is made of a darker material than the rest of the pistol.

Sonic weapon

The handheld disruptor works on exactly the same principles as the larger disruptor cannons which are mounted on Klingon vessels of this period, such as the **D-7 Battle Cruiser**. Unlike the phasers issued to **Starfleet** personnel, which generate a visible beam of energy, Klingon weapons use a highly concentrated sonic beam that disrupts both objects and energy fields. When used, the disruptor

makes a characteristic wailing noise.

The disruptor is carried in a holster attached to a belt. This normally sits directly in front of the left hip with the handle resting flat against the Klingon's stomach and facing toward the right. This allows a warrior to reach the weapon easily with his right hand.

The disruptor pistol does not have a trigger guard, and activation is achieved by pressing a simple button. This ensures that the pistol can be fired quickly; there is no need to position one's hand or fingers carefully. As one would expect with a weapon of this period, the disruptor is highly accurate.



Klingon landing parties are regularly armed. The disruptor pistol is issued as part of their standard equipment. Klingons also carry some less sophisticated personal weapons, such as daggers.

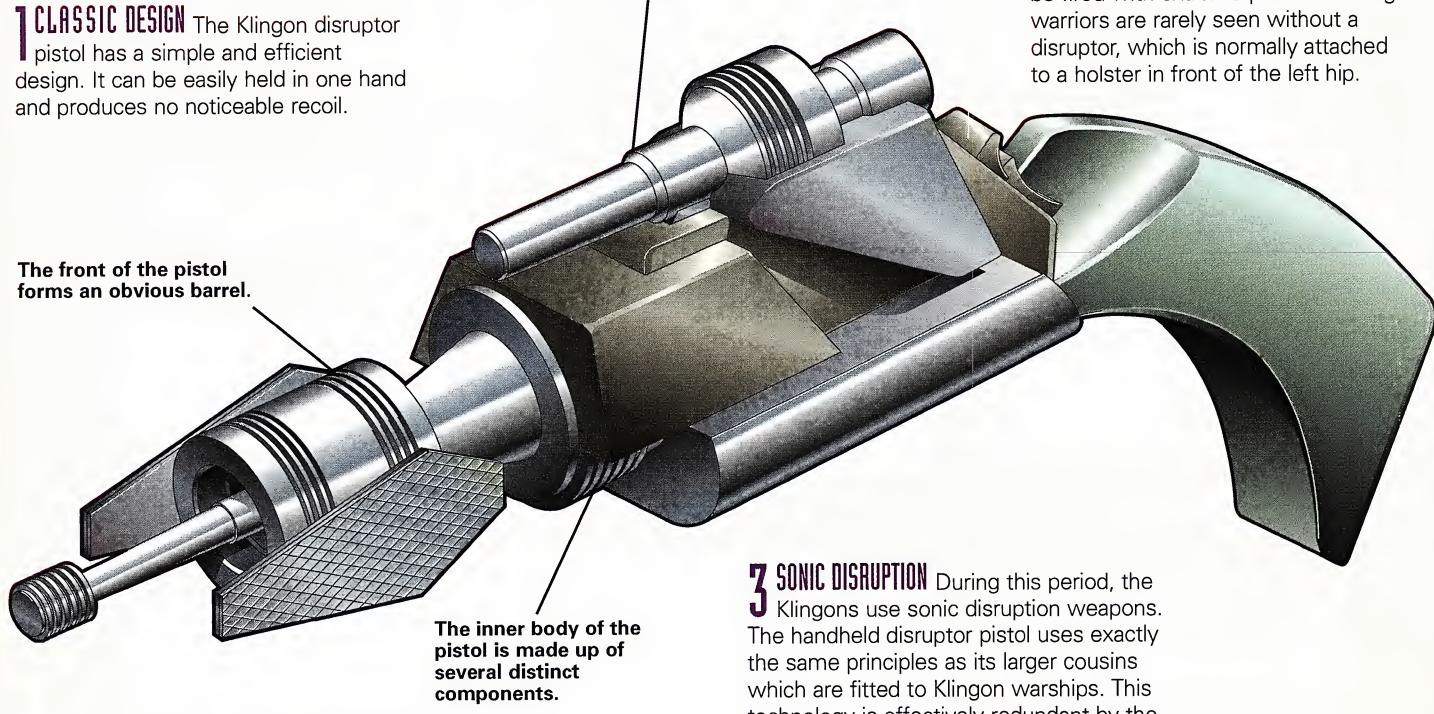
There is no evidence that Klingon sidearms can be set to stun.

The model of sonic disruptor shown here is known to be in use as early as 2267 when Starfleet sends the **U.S.S. Enterprise NCC-1701** to **Organia**, and **Captain Kirk** and **Mr. Spock** engage in a brief

DISRUPTOR PISTOL

1 CLASSIC DESIGN The Klingon disruptor pistol has a simple and efficient design. It can be easily held in one hand and produces no noticeable recoil.

The disruptor pistol is just over 35 cm long and can be easily carried on a belt.



3 SONIC DISRUPTION During this period, the Klingons use sonic disruption weapons. The handheld disruptor pistol uses exactly the same principles as its larger cousins which are fitted to Klingon warships. This technology is effectively redundant by the 2280s, when Klingons use a different system of phase disruption.

Klingon Disruptor Pistol: 2260s

The disruptor is usually carried on a holster on the left hip, allowing the user to reach it with his right hand. The prominent position of the pistol serves to remind others that Klingons are warriors.



campaign of resistance against the occupying Klingon forces. The design of the Klingon disruptor bears some similarities to the design of hand weapons used on **Eminiar VII**, suggesting that the Klingons had been involved in some kind of trade with that planet.

Evolving weapons

Klingon troops are also equipped with other handheld sonic weapons. Sonic grenades, which are fitted with a delayed action fuse, are in common use during this period. Such grenades generate significant explosions.

This particular model of handheld

On Organia, all Klingon troops carry disruptor pistols. Even though the Organians are amazingly passive, the Klingons believe that it is always wise to go armed. Klingons also believe that an occupational army should inspire terror in its subjects.

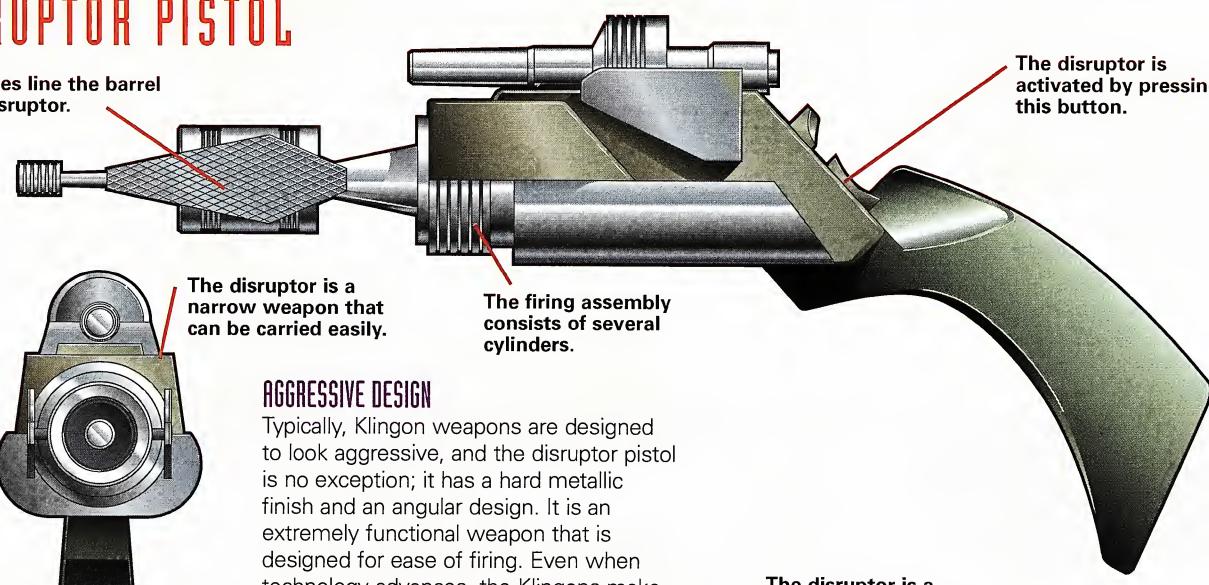


disruptor has been largely replaced by the 2280s. New Klingon weapons use a different system of phase disruption which replaces the sonic disruption technology

used in the 2260s. Although the technology behind their weaponry has changed, the Klingons continue to favor a conventional pistol-shaped design.

DISRUPTOR PISTOL

Two plates line the barrel of the disruptor.



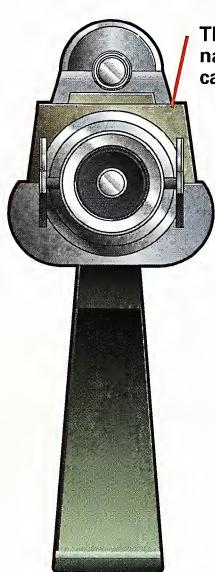
The disruptor is a narrow weapon that can be carried easily.

The firing assembly consists of several cylinders.

The disruptor is activated by pressing this button.

AGGRESSIVE DESIGN

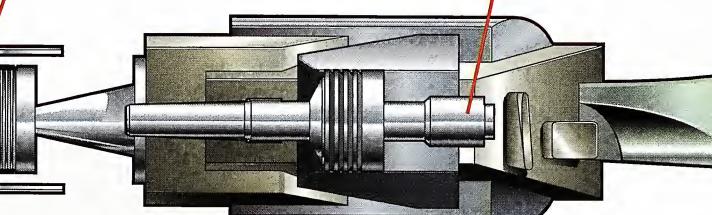
Typically, Klingon weapons are designed to look aggressive, and the disruptor pistol is no exception; it has a hard metallic finish and an angular design. It is an extremely functional weapon that is designed for ease of firing. Even when technology advances, the Klingons make few alterations to the basic configuration of their hand weapons.



The disruptor emits a focused beam of sonic energy.

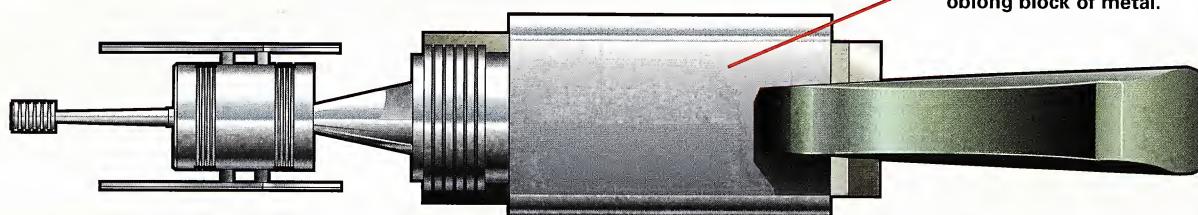
The disruptor is a precision weapon that can be fired with pinpoint accuracy.

The pistol is designed to be held in one hand, and has a simple grip.



The beam is emitted from a narrow barrel.

Many of the components are mounted on a flat oblong block of metal.



'The Deadly Years'

After a routine visit to a remote Federation colony, Captain Kirk and the rest of his landing party begin to age rapidly. The situation becomes increasingly dangerous as the captain's memory fails, and it is clear that he must be removed from command.

A landing party from the **U.S.S. Enterprise NCC-1701** beams down to a **Federation** colony on **Gamma Hydra IV**. Even though Kirk spoke with **Robert Johnson**, the colony's leader, an hour earlier, nobody is there to meet the landing party; Kirk tells his crew to look around. **Chekov** is horrified when he finds the dead body of an old man. Then an elderly man and woman arrive; they are Robert Johnson and his wife **Elaine**. Despite their appearance, they are only in their late 20s.

The landing party take Johnson and his wife back to the *Enterprise*. They are both confused, and are unable to provide any information about what happened to them.

Kirk calls a briefing with **Commodore Stocker**, who is a passenger aboard the *Enterprise*, and **Dr. Janet Wallace**, an expert in endocrinology. **McCoy** reports that the members of the expedition seem to be growing older rapidly, but he has no idea why. Because they are close to the **Romulan Neutral Zone**, Kirk is concerned that the colonists' condition may have been caused by a Romulan weapon. Commodore Stocker is keen to get to **Starbase 10** to assume his new post, but Kirk decides to remain in orbit until they have some answers.

Danger signs

Kirk is called to the bridge, where **Spock** tells him he believes Gamma Hydra IV is normal but that he hasn't been able to gather any data on a comet that passed by. Before he goes to Engineering, Kirk uncharacteristically repeats a routine order.

Lt. Galway, a member of the landing party, goes to sickbay because she is having a little trouble hearing. After a second incident of forgetfulness and a muscle twinge in his shoulder, Kirk also heads for sickbay. McCoy is visibly turning gray and is becoming increasingly irritable, and his tests show that Kirk has arthritis. Then **Scotty** arrives – his hair is shockingly white, and his face is covered with wrinkles.

All the members of the landing party, apart from Chekov, seem to be aging rapidly. Spock has a longer life expectancy, so is less affected, but he calculates that they will all be senile soon. Dr. Wallace suggests using carbohydrate compounds to

CAPTAINS LOG STARDATE 3478.2

"On a routine mission to resupply the experimental colony at Gamma Hydra IV, we discovered a most unusual phenomenon: of the six members of the colony, none of whom were over 30, we found four had died, and two were dying, of old age."

ON SCREEN...



1 While exploring the colony, Chekov discovers what appears to be the body of a very old man.



2 Terrified, Chekov runs back to the rest of the landing party. All the members of the expedition were under 30.



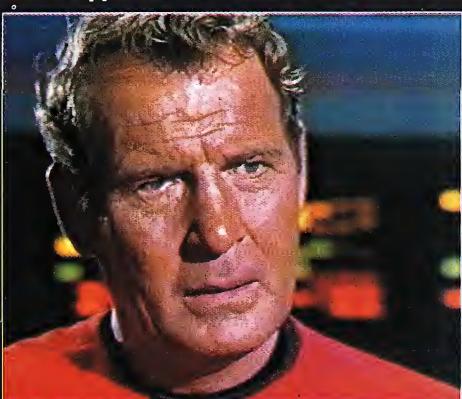
3 Robert Johnson and his wife, Elaine, greet the landing party. They have no idea what caused their condition.



4 Kirk holds a briefing. He explains that he plans to stay in orbit until he knows what happened to the colonists.



5 In his quarters, Kirk feels a twinge of pain in his back. He also seems to have a little trouble with his memory.



6 On the bridge, Commodore Stocker urges Captain Kirk to return to STARBASE 10.

'The Deadly Years'

slow the aging process, and Chekov is subjected to a battery of tests.

Kirk continues to work, but he is obviously weak. Stocker wants to help, and presses Kirk to head for *Starbase 10*. Kirk's memory is clearly fading, and he is quite short-tempered; he even falls asleep in his chair.

Spock finds the cause of their affliction – the comet's trail left a trace of unusual radiation in the atmosphere of Gamma Hydra IV. Kirk sends a coded message to **Starfleet Command** about their situation, but **Uhura** has to remind him that the Romulans have broken Code 2.

Dr. Wallace reports that the usual radiation therapies are ineffective. Stocker is concerned about Kirk's condition, and asks Spock to relieve the captain. He refuses, insisting that he himself is not fit for command, and Stocker reluctantly tells him that he must call a competency hearing.

In sickbay, Galway dies of old age. She aged more rapidly than the others, but they only have a matter of days or perhaps even hours before they too succumb.

Relieved of command

At the competency hearing, several officers testify that Kirk has been repeating his orders and forgetting important information, and McCoy has to admit that Kirk's mind is failing even faster than his body. Kirk insists that the only reason Stocker asked for the hearing is because he refused to leave Gamma Hydra IV. But it is clear that Kirk's memory is severely flawed, and the competency hearing relieves him of duty. Even though he has no experience of commanding a starship, Commodore Stocker takes control of the *Enterprise* and orders **Sulu** to set a direct course for *Starbase 10* – across the **Neutral Zone**.

Spock tells Kirk what has happened. The captain is outraged, and, obviously suffering from dementia, sends Spock away. A little later, Kirk goes to sickbay, where Spock and McCoy are working. They go over the events on Gamma Hydra IV, and Kirk realizes that when Chekov saw the body he was extremely scared. McCoy remembers that adrenaline was once used to treat radiation poisoning, and Spock, Wallace and **Nurse Chapel** start work on a treatment.

As soon as the *Enterprise* enters the Neutral Zone, the Romulans attack. Stocker has no idea what to do, and the *Enterprise* is pounded. Kirk tries to go to the bridge, but McCoy stops him; meanwhile, Stocker attempts to contact the Romulans to explain

his actions, but it is useless. In sickbay, Spock has generated a serum, but there is no time to test it and it could kill. With no time to waste, Kirk takes the injection and screams in pain.

The *Enterprise*'s shields are failing and the Romulans are about to deliver the fatal blow when a young and vital Kirk arrives on the bridge. He tells Uhura to send a message to

Starfleet – Code 2. The message, a bluff, states that he intends to use his ship's **corbomite** device, devastating a massive area of space; it will be activated in one minute. The Romulans intercept the message and back off. Kirk sets a course out of the Neutral Zone, and engages at warp 8. The Romulans are too slow to intercept him, and the *Enterprise* escapes to safety.

ON SCREEN...



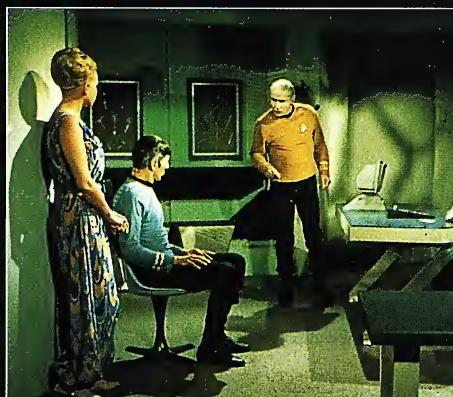
7 Kirk insists on staying on duty, but it is clear that his mind has been deeply affected by his condition. He often forgets that he has given orders, and even falls asleep on the bridge.



8 Lt. Galway dies of old age; she has aged faster than the other members of the landing party. But it is clear that they too have little time left, and Dr. McCoy is no nearer finding a cure.



9 Commodore Stocker calls a competency hearing at which it becomes apparent that Kirk is not fit for command. Since Spock and Scotty are also affected, Stocker takes over.



10 In sickbay, Kirk works through the events on the planet, and McCoy realizes that Chekov was not affected by the radiation because of the adrenaline surge he experienced.



11 Commodore Stocker is convinced that he can save the crew if he can get the U.S.S. *ENTERPRISE* to *Starbase 10*. He sets a course that will take the ship through the Neutral Zone.



12 With his faculties restored, Kirk shows why he has become such a famous Starfleet captain. His corbomite maneuver fools the Romulans, allowing the *ENTERPRISE* to escape.

STARSHIP FACTS

A Captain Kirk and Janet Wallace were once lovers. In the six years since they last saw one another, she got married and was widowed.

A Kirk used the same 'corbomite maneuver' when the *Enterprise* was captured by Balok.



'Basics' Part I

The *U.S.S. Voyager* receives a message from **Seska**, claiming that she has given birth to Chakotay's son and that she and the baby are now in danger. Chakotay and Janeway realize that it may be a trap, but they cannot abandon Chakotay's child.

The *U.S.S. Voyager NCC-74656* receives a message from **Seska**. She begs for help, saying that **Culluh** was furious when he realized her child was not his. There is the sound of a struggle, and the message breaks up.

Chakotay is reluctant to do anything, but **Janeway** tells him that if he wants to go after the child, the crew will stand by him. Chakotay prays to his father's spirit, and in a vision **Kolopak** tells him that he cannot deny his responsibility for his son.

Voyager pursues **Culluh**, and the crew find a damaged **Kazon** shuttle. They beam aboard the only occupant, **Teirna**, a badly wounded Kazon. He is one of Seska's aides, and tells them that she is dead and the child has been taken to the **Gema** colony.

Into danger

Teirna leads the crew into Kazon space, but warns them that the Kazon factions will attack without provocation. As they move ahead, a small Kazon vessel appears and fires on the ship before breaking off.

During the journey, Janeway visits **Lon Suder** and tells him that she will consider his request to help with the airponic garden.

More small Kazon ships attack the starboard ventral, but don't do any serious damage. The **Doctor** releases **Teirna**, and Chakotay confines him to quarters next to Suder's. Another Kazon attack knocks out the secondary command processors, and when Janeway changes course eight large Kazon ships arrive. Janeway decides to fight.

In his quarters, **Teirna** pulls a needle from one of his toenails and pushes it into his skin. Seconds later, he explodes. The explosion damages many of *Voyager*'s systems, rendering the ship helpless, but **Paris** takes a shuttle to get help from the **Talaxians** and escapes before the Kazon overrun the ship; they arrive on the bridge, led by **Culluh** and **Seska**.

The Kazon take *Voyager* to **Hanon IV**, an inhospitable desert planet, and abandon the crew down on the surface. When the Kazon leave the planet, only two crew members are still on board – the **Doctor** and **Suder**.

STARSHIP FACTS

After **Seska** left *Voyager*, she impregnated herself with Commander Chakotay's DNA without his knowledge or consent.

ON SCREEN...



1 The crew of the *U.S.S. VOYAGER* detect a message buoy which relays a transmission from Seska. She claims that she has given birth to Chakotay's son, and that she and the child are in grave danger.



2 Teirna shows Janeway and her crew how to find Culluh. He says that Seska is dead and that Chakotay's child is to be brought up as a slave. He warns the crew that the Kazon will attack without warning.



3 A series of small Kazon vessels attack *VOYAGER*. All the ships concentrate their fire on the starboard ventral, which contains *VOYAGER*'s secondary command processors, but no essential systems.



4 In his quarters, Teirna activates an explosive in his bloodstream, using a hidden needle. The blast causes enormous damage, knocking out several of *VOYAGER*'s vital systems.



5 The Kazon, led by Culluh and Seska, board *VOYAGER* and take control of the ship. Janeway tries to use the self-destruct mechanism, but it doesn't work because the secondary command processors are offline.



6 The Kazon strand Captain Janeway and her crew on the barren Hanon IV. But Tom Paris has escaped in a shuttle, and the Doctor and Lon Suder are both still aboard *VOYAGER*.

'BASICS'

"Chakotay, they are going to take your son. When Culluh saw the baby ... I hear them coming! I don't have much time ... when he saw the baby wasn't his ... Please, Chakotay, help us – not for me, for your son ..."

– Seska to Chakotay

FILE 71 STAR TREK: VOYAGER

'Basics' Part II

Captain Janeway and her crew have been marooned on an inhospitable planet with aggressive natives and dangerous creatures. Meanwhile, the Doctor and Suder do their best to slow the Kazon down, while Tom Paris tries to find some help.

Seska takes her baby to sickbay, and the Doctor tells her that it is not Chakotay's child - it is half Cardassian and half Kazon. When she leaves, the Doctor discovers that Lon Suder is aboard and arranges to meet him in sickbay.

The crew have established a camp on Hanon IV, but something has killed Hogan. When night falls, the native inhabitants kidnap Neelix and Kes.

Meanwhile, Tom Paris has escaped from the Kazon. He contacts the Talaxians and persuades them to help him retake the *U.S.S. Voyager*.

On the planet, Chakotay and Tuvok take a rescue party and find Neelix and Kes; the natives seem to be arguing over their captives. Chakotay calmly walks into their midst and takes Kes and Neelix away with him, but the natives soon follow, and the Starfleet party have to hide in a tunnel.

The natives light a fire at the mouth of the tunnel, forcing the *Voyager* crew to look for another exit. Deep in the caves, they find a giant snake-like creature. Meanwhile, Janeway has arrived with another team; some of them distract the natives, allowing Chakotay's team to escape from the tunnel and the creature.

Counterattack

Paris contacts the Doctor and tells him to block the discharge from the backup phaser couplings when the Talaxians begin their attack. On Hanon IV, a volcano erupts, forcing the *Voyager* crew to break camp.

Seska has realized that someone is sabotaging *Voyager* and disables the Doctor's program, but Suder manages to hide in the Jefferies tubes.

The Talaxians attack *Voyager* and draw it into a nebula, where Paris is waiting. He attacks *Voyager*'s phaser couplings while Suder runs into Engineering and kills the Kazon there. He manages to disable the backup couplings before one of the dying Kazon shoots him in the back.

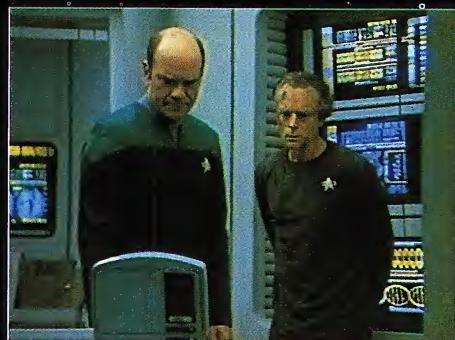
When the Kazon fire at Paris's shuttle, the ship's phasers overload, allowing Tom and the Talaxians to board the ship. Seska is killed, but Culluh and his child flee the ship with the rest of the Kazon, leaving Tom to take control of *Voyager* and rescue the rest of the crew from the planet surface.

'Basics' Part II

"We have no time to waste; according to the computer, we are at warp. We've got to figure out some way to slow the ship down before we get too far from the crew. That would seem to be our first priority. And then we have to get some weapons."

— The Doctor to Suder

ON SCREEN...



7 Suder joins the Doctor in sickbay and the two work on a plan to slow the Kazon down. Suder is willing to help, but is concerned that once he starts killing he will lose control of himself.



8 The native inhabitants of Hanon IV capture Neelix and Kes. They don't seem to mean them any harm, but when Chakotay leads the captives away they pursue him and his party.



9 Chakotay's rescue team are forced into a series of caves, where they encounter a vast snake-like creature. With Janeway's help, they manage to escape, collapsing a tunnel on the animal.



10 Tom Paris's plan to retake the *U.S.S. VOYAGER* means that someone has to block the discharge from the backup phaser couplings. Suder makes his way to Engineering and does the job.



11 When the Kazon fire on Tom's shuttle, the phasers overload and the shields go down. This allows Tom to beam Talaxian boarding parties aboard and retake the ship.



12 The stranded crew are amazed to see *VOYAGER* flying toward them. Tom Paris and Lon Suder have done the impossible and retaken the ship, but Suder was killed in Engineering.

**D** continued

Deka tea A brewed drink on the menu at **Quark's Bar** on *Deep Space Nine*. (Starship Log: 'The Alternate' [DS9]) **SEE FILES 7, 70**

dekyon beam The *U.S.S. Voyager* applied a beam composed of **dekyon particles** to escape from a quantum singularity spatial disturbance near the **Illiadaria system** in 2371. (Starship Log: 'Parallax' [VOY]) **SEE FILE 71**

dekyon field In 2368, the *U.S.S. Enterprise NCC-1701-D* employed a dekyon field to transmit a message through **subspace** to **Data's** positronic brain, and thus averted an explosion that trapped the ship in a recursive causality loop. (Starship Log: 'Cause and Effect' [TNG]) **SEE FILES 5, 69**

delactovine A pharmaceutical analeptic, used to stimulate the central nervous system. **Federation** medical personnel used the drug as early as 2368. (Starship Log: 'The Inner Light' [TNG]) **SEE FILE 69**

Delaney sisters Two members of the *U.S.S. Voyager's* **Stellar Cartography** section whom **Tom Paris** was eager to double-date with the reluctant **Harry Kim**. The four eventually had a rendezvous in a **holodeck** version of Venice, Italy. (Starship Log: 'Time and Again' [VOY]) **SEE FILES 29, 71**

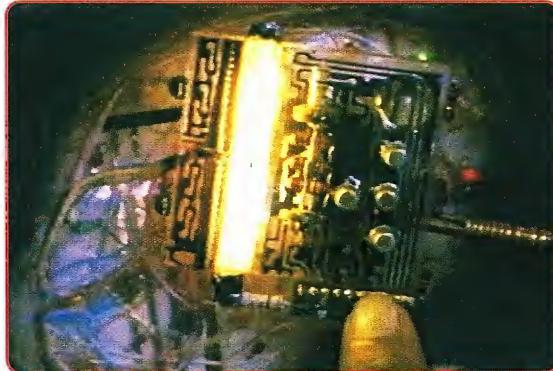
Delaney, Jenny A *U.S.S. Voyager* officer. Jenny and her sister joined **Harry Kim** and **Tom Paris** in a **holodeck** Venetian gondola in 2371. The date ended after Harry fell into a canal. (Starship Log: 'Prime Factors' [VOY]) **SEE FILES 29, 71**

Delaplane, Governor A head of government on **Pacifica** from whom **Captain Picard** received a communiqué in 2364. (Starship Log: 'Conspiracy' [TNG]) **SEE FILES 3, 69**



Garak is very fond of **Delavian chocolates**. They are considered a delicacy, and are particularly hard to get hold of.

Delavian chocolates A flavored confection. **Elim Garak** offered some of his Delavian chocolates to **Julian Bashir** in late 2371. (Starship Log: 'Improbable Cause' [DS9]) **SEE FILES 7, 70**



▲ Data's positronic brain was sensitive to fluctuations in a dekyon field and could be modified to send and receive subspace messages.

Del II The home planet of **Nellen Tore**, the incessant note-taking assistant to **Admiral Norah Satie**, who conducted an investigation aboard the *U.S.S. Enterprise NCC-1701-D* in 2367. (Starship Log: 'The Drumhead' [TNG]) **SEE FILES 3, 69**



▲ Nellen Tore is a native of Del II. In 2367 she worked with Admiral Norah Satie aboard the U.S.S. ENTERPRISE NCC-1701-D.

Delinia II In 2209, **Federation** scientists on this planet were the first doctors to observe a rare physical disorder which was later determined to be **transporter psychosis**. (Starship Log: 'Realm of Fear' [TNG]) **SEE FILES 3, 69**

Delios VII Planet in the **Delta Quadrant** where the shamans of the **Karis** tribe practice a ritual that protects them from electrical discharges that exist in their sacred caves. (Starship Log: 'Sacred Ground' [VOY]) **SEE FILES 3, 71**

Delos Star system where the *U.S.S. Enterprise NCC-1701-D* found itself drawn into an interplanetary dispute between **Brekka** and **Ornara**. (Starship Log: 'Symbiosis' [TNG]) **SEE FILES 3, 18, 69**

Deka tea
dekyon beam
dekyon field
delactovine
Delaney sisters
Delaney, Jenny
Delaplane, Governor
Delavian chocolates
Del II
Delinia II
Delios VII
Delos
Delos IV
Delovian soufflé
Delphi Ardu
Delta IV
Delta Quadrant
delta radiation
delta series isotopes
Delta Rana IV
Delta Rana system
Delta Vega
delta wave inducer
Deltans
Deltived Asteroid Belt
Delvin fluff pastry
Delvok
Demilitarized Zone



▲ Transporter psychosis, which was first identified on Delinia II, filled some individuals, including Reginald Barclay, with an irrational fear of transportation.

Delos IV Dr. **Dalen Quaice** resided on this planet in the mid 2300s, and supervised **Beverly Crusher's** internship in 2352. (Starship Log: 'Remember Me' [TNG]) **SEE FILES 3, 69**

Delovian soufflé A light, fluffy, baked dessert prepared from **Guinan's** recipe and served in the *U.S.S. Enterprise NCC-1701-D's* **Ten-Forward** lounge. (Starship Log: 'The Child' [TNG]) **SEE FILE 69**

Delphi Ardu A star system. In 2364, an energy beam emanating from a previously undiscovered **Tkon** outpost disabled the *U.S.S. Enterprise NCC-1701-D* and a **Ferengi** ship, and held both in custody here. The outpost's only inhabitant was a being known as **Portal 63**, who had been in stasis for thousands of years and did not know that the **Tkon Empire** had collapsed. (Starship Log: 'The Last Outpost' [TNG]) **SEE FILES 6, 69**



▲ The U.S.S. ENTERPRISE NCC-1701-D and a FERENGI MARAUDER were held in orbit around Delphi Ardu by the last survivor of the Tkon Empire.





Delta IV

Native planet of **Lieutenant Ilia**, the navigational officer assigned to the **U.S.S. Enterprise** in 2271. She and **Commander Will Decker** began a romance here. (Starship Log: *Star Trek: The Motion Picture*) **SEE FILES 3, 7, 43, 72**

Delta Quadrant

One of the four quadrants used to differentiate areas of the Milky Way Galaxy. The Delta Quadrant is diagonally opposite the **Alpha Quadrant**, which contains Earth and most **Federation** worlds. Delta Quadrant species include the **Kazon** and the **Vidians**, and large sections of the Quadrant are controlled by the **Borg**; the principal area of Borg space is approximately 9,500 light years wide. In 2371 the **U.S.S. Voyager**

was conveyed to the Delta Quadrant, more than 70,000 light years from Earth, by an almost omnipotent entity. (Starship Log: 'The Price' [TNG]; 'Q-Less' [DS9]; 'Caretaker' [VOY]) **SEE FILES 3, 69, 70, 71**



▲ The U.S.S. VOYAGER NCC-74656 has been trapped in the Delta Quadrant since 2371. Traveling back from this vast area of space by conventional means would take decades.

delta radiation

A dangerous form of radioactive energy. **Captain Christopher Pike's Starfleet** career was cut short by delta radiation poisoning in 2266; **Chief Miles O'Brien** was considerably luckier when he was exposed in 2371. (Starship Log: 'The Cage' [TOS]; 'Visionary' [DS9]) **SEE FILES 43, 68, 70**

Delta Rana IV

Planet with three moons. The **U.S.S. Enterprise NCC-1701-D** responded to a distress call here in 2366, discovering that its **Federation** colony was decimated years earlier by the **Husnock**, leaving a single, vengeful survivor. (Starship Log: 'The Survivors' [TNG]) **SEE FILES 3, 69**

Delta Rana system

The star system where **Delta Rana IV** is located. (Starship Log: 'The Survivors' [TNG]) **SEE FILES 3, 69**



▲ Delta series isotopes are very dangerous, but carefully controlled doses can interact with a quantum singularity to cause 'jumps' through time.

Delta Vega

Habitable planet at the outer edge of the Milky Way Galaxy, where **Captain Kirk** planned to exile the psychokinetically



▲ Delta Vega is a remote Class-M planet at the edge of the Galaxy. Although habitable, it is home to an unmanned lithium-cracking station which is visited only by cargo freighters.

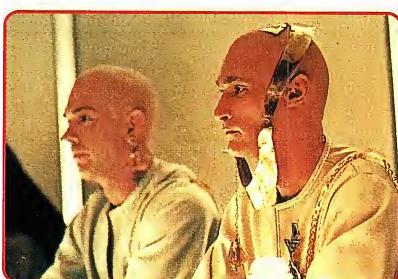
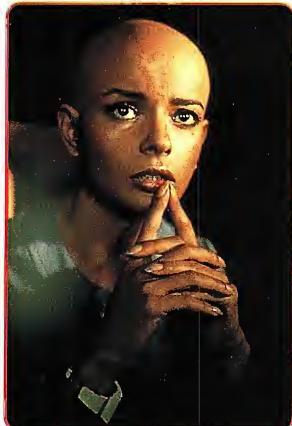
transfigured **Gary Mitchell** and **Elizabeth Dehner** in 2265. (Starship Log: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 3, 43, 68**

delta wave inducer

A medical device that stimulates certain low-frequency waves in the forward portion of the brain in order to bring on a period of deep sleep. (Starship Log: 'Invasive Procedures' [DS9]) **SEE FILE 70**

Deltans

Native species to planet **Delta IV**, of which **Lieutenant Ilia** was a member. Bald humanoids who often appear impassive and unflappable, Deltans have empathic abilities and are known for their highly evolved sexuality. (Starship Log: *Star Trek: The Motion Picture*) **SEE FILES 7, 43, 72**



▲ Deltans are highly evolved sexually and also possess limited empathic abilities. They are members of the Federation.

▲ Ilia is a Deltan female who serves as the navigator on the U.S.S. ENTERPRISE NCC-1701. On entering Starfleet, she took a vow of chastity to protect her 'immature' colleagues.

Deltived Asteroid Belt

A grouping of orbital asteroids that a member of the **Q Continuum** mislaid in **Federation** space in the year 2366, leading to some embarrassment. (Starship Log: 'Deja Q' [TNG]) **SEE FILES 17, 69**

Delvin fluff pastry

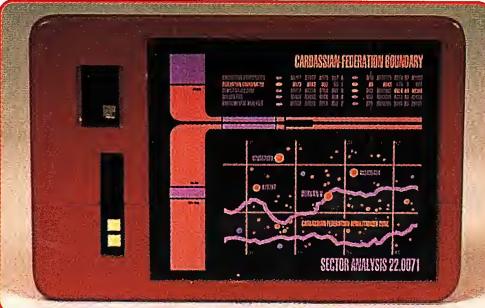
A rich baked food, eaten at breakfast, and lacking any substantial nutritional value. **Odo** was somewhat bemused that **Julian Bashir**, being a doctor, would start his day with two of them. (Starship Log: 'Facets' [DS9]) **SEE FILES 7, 70**

Delvok

A composer of **Vulcan** études, music pieces embodying a point of technique performed for their artistic value. **Jadzia Dax** considered the compositions too passionate and moving to be genuinely Vulcan. (Starship Log: 'Melora' [DS9]) **SEE FILES 8, 70**

Demilitarized Zone

Region of non-aggression along the **Cardassian-Federation** border established by treaty in 2370. Former Federation colonists living here formed the **Maquis** to fight the Cardassian colonists, who did not respect their territorial claims. (Starship Log: 'The Maquis' [DS9]) **SEE FILES 13, 18, 69, 70**



▲ The Demilitarized Zone is an area of space between Federation and Cardassian territory. It contains several worlds that were colonized by both powers, and these planets are often at war with one another.

5/1/11